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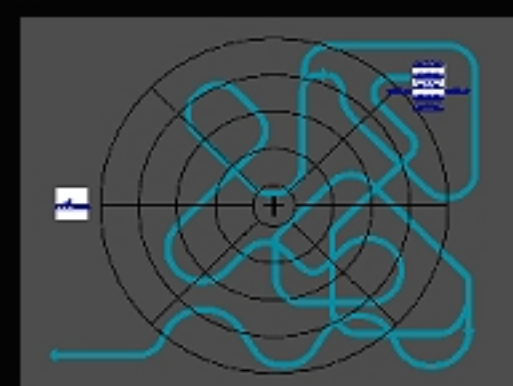
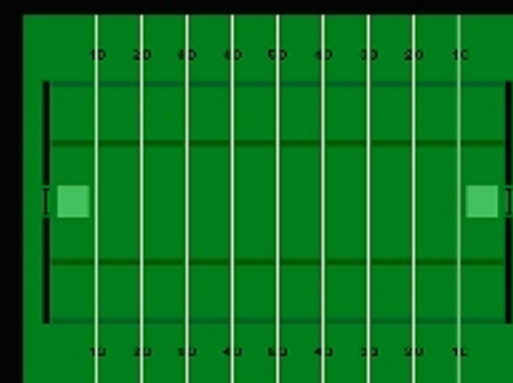
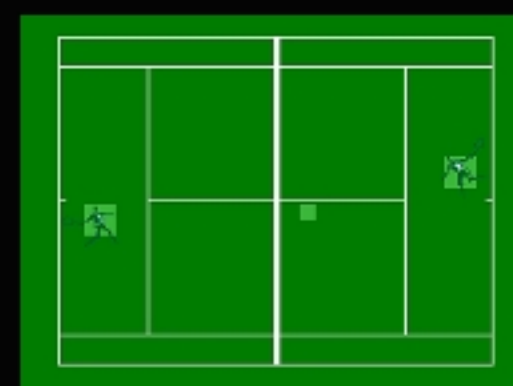
ODYSIM

ODYSIM™

THE MAGNAVOX ODYSSEY SIMULATOR

INSTRUCTION MANUAL AND GAME RULES

ODYSIM



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THE MAGNAVOX ODYSSEY SIMULATOR

Hi there,

This is a simulator of the "Holy Grail" of home video consoles/systems that came out in August 1972 called the "Odyssey" released by Magnavox. This is the very first video game console/system for playing at home. The Magnavox Odyssey celebrated it's 40th anniversary in August 2012 and it's my pleasure to simulate this "unique" game system and yours to enjoy. =)

If you want more information regarding the Magnavox Odyssey, check out these URL's:

- * Wikipedia: http://en.wikipedia.org/wiki/Magnavox_Odyssey
- * Ralph H. Baer: http://www.ralphbaer.com/video_game_history.htm
- * The online Odyssey museum: <http://www.magnavox-odyssey.com/>
- * Odyssey games reviews: <http://www.armchairarcade.com/neo/taxonomy/term/948>
- * Everything about the Odyssey: <http://www.pong-story.com/odyssey.htm>

Some of you (in their late 40's and up) had the chance to get an Odyssey way back between 1972 to 1975, but many others was not born or too young (like me) to get an Odyssey. Either way, now it is possible to play a simulation of the Magnavox Odyssey on a personal computer with a game engine called "LÖVE". LÖVE is a framework which you can program games, applications, demos, etc. which works with Windows, MAC OS X, Linux, and other OS. If you want to learn about LÖVE, please visit their site: <https://love2d.org/>

The idea of doing an Odyssey simulator dates back to 2009 when i was playing with the ODYEMU (a DOS simulator released between 1996 to 1998 by Paul Robson and David Winter) and i converted all the games overlays (some where a damn pain in the ass to convert) but the problem is that this old emulator has a screen resolution of 320x200, and some converted overlays like "Haunted House" loses too much details. So i left this aside until i finally found a framework (LÖVE) which is easy to learn to do a newer version of an Odyssey simulator and also which can be played (or ported) on various OS.

So enough chit-chat and game on! =)

--- Sylvain De Chantal (aka Sly DC) ---

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Phoenix Video Game Classics (my personal web site):

<http://www.ccjvq.com/slydc/>

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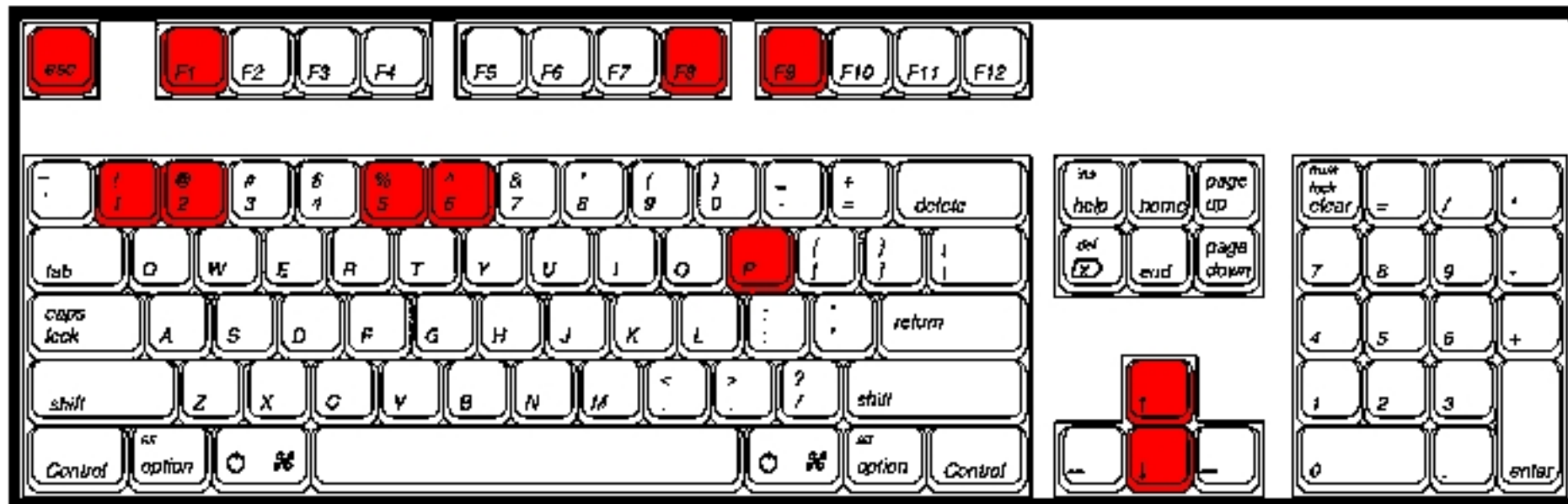
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GDYSIM KEYBOARD CONFIGURATION



GAME CONSOLE AND MENU

ESC = QUIT/EXIT

F1 = CHANGE FROM WINDOW OR FULL SCREEN

F8 = NEXT GAME MENU

F9 = DISPLAY OVERLAY OR NOT

P = PAUSE

ARROW UP = UP SELECT GAME (IN MENU)

ARROW DOWN = DOWN SELECT GAME (IN MENU)

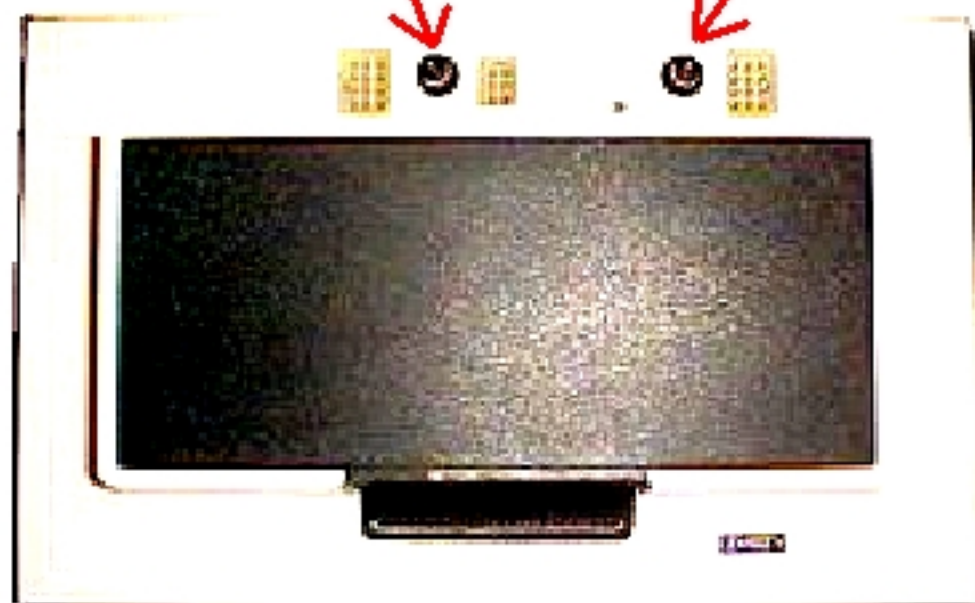
WALL/NET ADJUST & BALL SPEED ADJUST

5 = MOVE WALL/NET TO THE LEFT

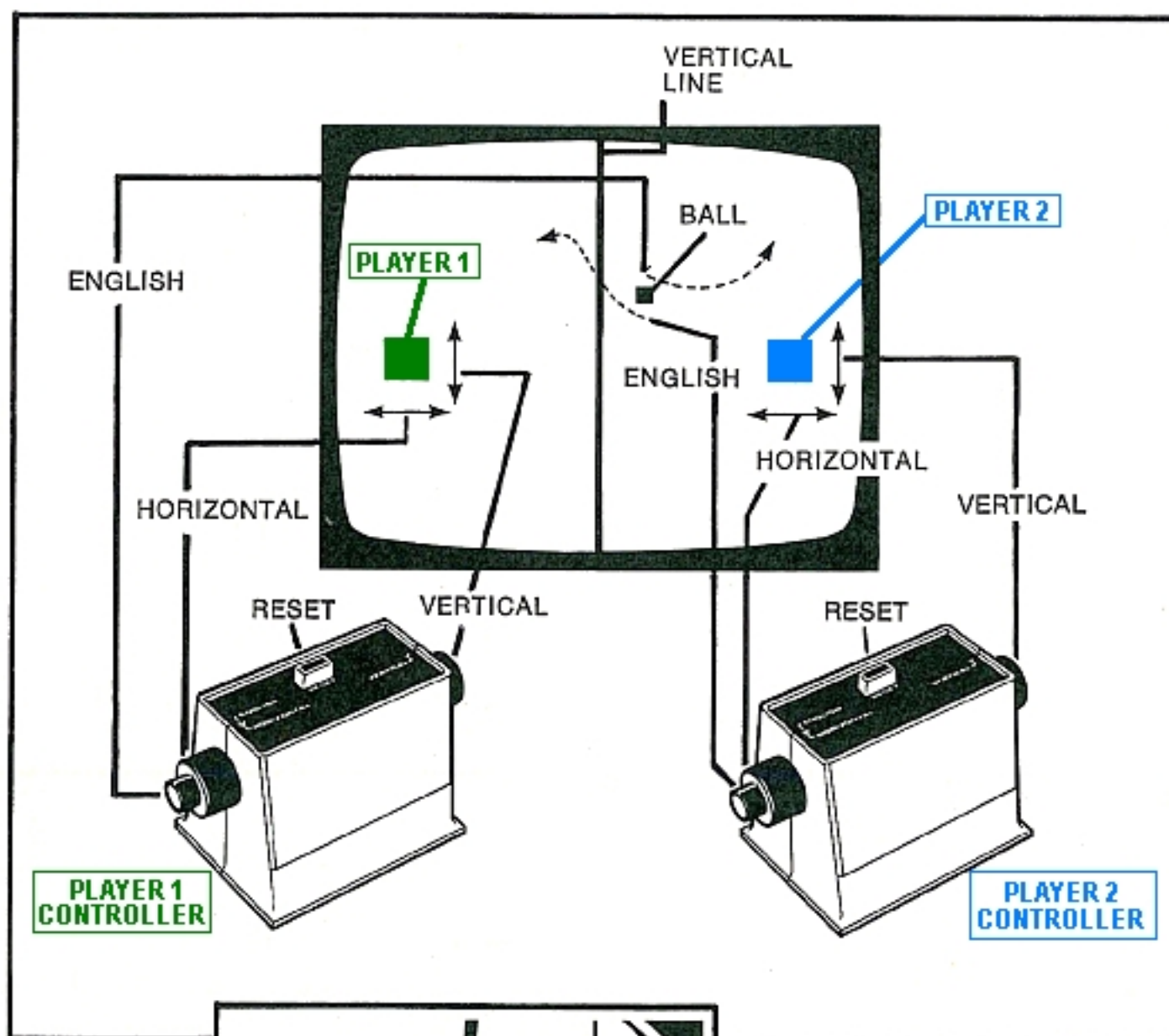
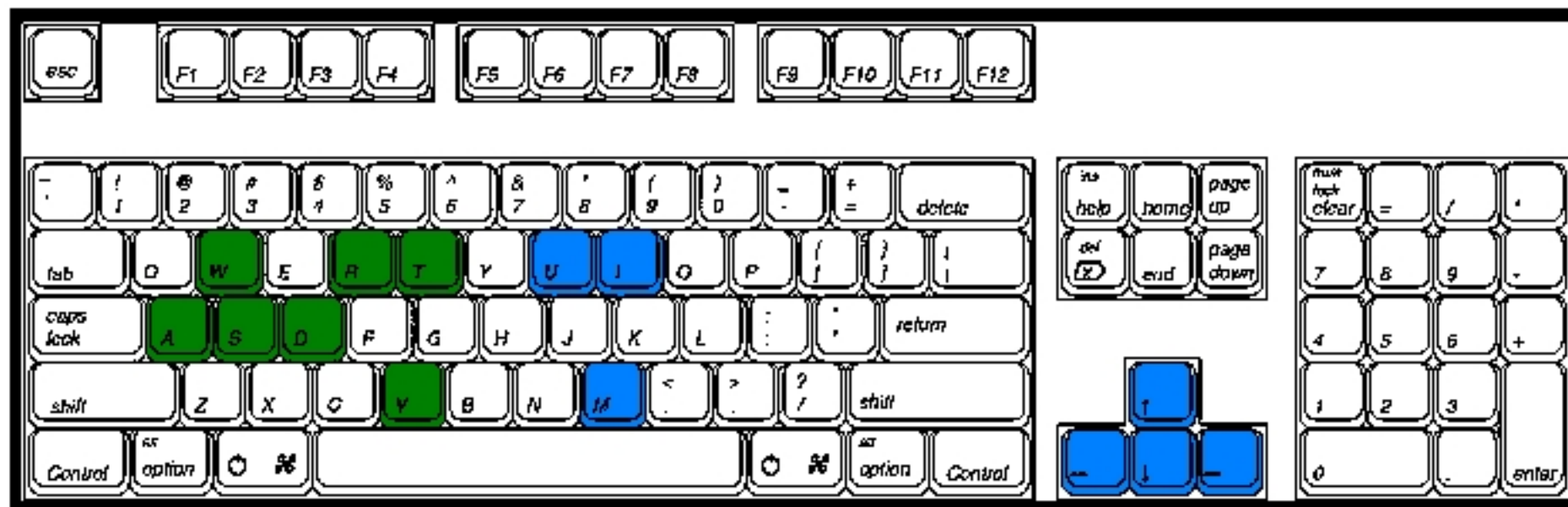
6 = MOVE WALL/NET TO THE RIGHT

1 = DECREASES BALL SPEED

2 = INCREASES BALL SPEED



CONTROLLERS CONFIGURATION



Vertical. The Vertical control will always cause a player to move up or down.

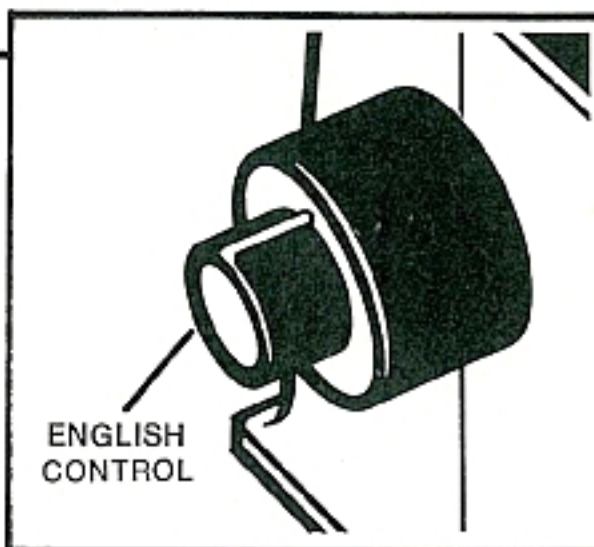
Player 1 Left = A **Player 2 Left = LEFT**
Player 1 Right = D **Player 2 Right = RIGHT**

Horizontal. The Horizontal control will always cause a Player to move left or right.

Player 1 Up = W **Player 2 Up = UP**
Player 1 Down = S **Player 2 Down = DOWN**

Reset. During the game, the Player 1 Reset button will cause the Ball to appear if the Ball disappeared at the left side of the screen, and the Player 2 Reset button will cause the Ball to appear if the Ball disappeared at the right side of the screen. The effect of the Reset buttons will change with some Game Cards. The rules for each game will tell you how to use the Reset buttons.

Player 1 Reset = V **Player 2 Reset = M**



English. The English control affects only the ball. When the ball is travelling from left to right, only the Player 1 English control will affect the ball. When the ball is travelling from right to left, only the Player 2 English control will affect the Ball. The English control will cause the Ball to move upward or downward, depending upon the rotation of the control knob. The further the knob is turned, the more the Ball will deflect.

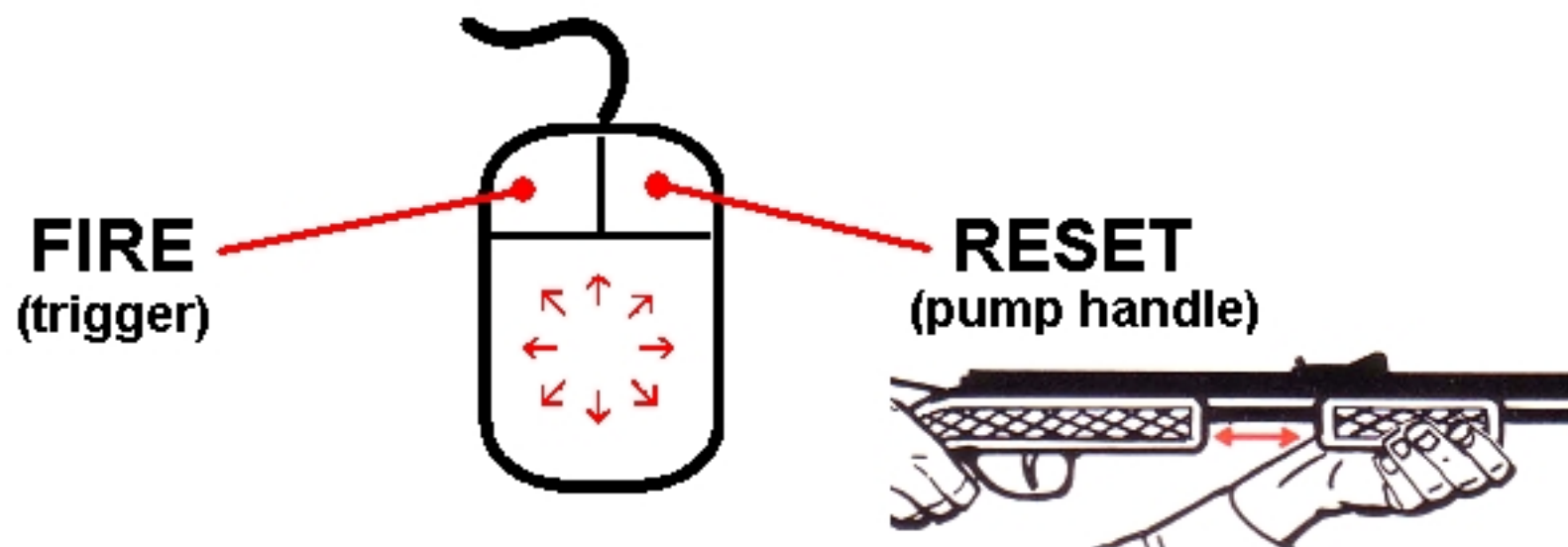
The English in the OdySim will center itself when not in use, unlike the English on a real Odyssey console, if a Player has set the English completely up or down, the ball stays of the screen range. Both English in the OdySim will not do that, this is intentionally code for people who never tried or played on a real Odyssey. This is the only thing that is not originally simulated.

Player 1 English Up = R **Player 2 English Up = U**
Player 1 English Down = T **Player 2 English Down = I**

RIFLE GUN CONFIGURATION



The original electronic RIFLE GUN is an accessory to aim at a target on screen and shoot the designed "white spot" (or target) to extinguish it. But now the RIFLE GUN is simulated with the help of a PC mouse.



If a white spot of light is not visible on the screen, then press the RIGHT BUTTON on the Mouse to RESET the target to make it reappear (it is the same principle as pumping the rifle).

Move the Mouse so that the crosshair you see on the screen and try to align it with the target (which is controlled by the other player) and once aligned, press the LEFT BUTTON on the Mouse to FIRE. If your aim was accurate, then the target will disappear.

GAME CARD #9 displays on the screen a single target which may be moved by the right player rotating the Player Control 2 Vertical and Horizontal Control.

GAME CARD #10 is used to display a continuously moving target. The moving target is set up by positioning Player number 1 on the far left side of the screen and Player number 2 on the far right side. With both ENGLISH controls in the upright center position, the target is activated by depressing the RESET button on the Player Controls. A slight adjustment of the ENGLISH controls may be required to make the target continuously bounce between player #1 and player #2. Once this is accomplished, the HORIZONTAL Controls of both Player Controls should be turned to move the players off the screen so that the moving target is the only visible light on the screen. The SPEED Control on the Master Control Unit may be used to adjust the speed of the target.



THE OVERLAYS

Most of the games uses an overlay (or more) to enhanced the game play. Games may be played without overlays by pressing the **[F9]** button and press again **[F9]** to redraw the overlay or to switch to another overlay depending on the game chosen.

LEARNING TO PLAY

The following steps describe the use of all controls. Practice using the controls as described and then turn to the Game Rules section of this booklet to learn how to play the games. Some of the games will not use the controls in this manner but the basic actions will be similar. The Game Rules explain the use of the controls for each game.

1. Turn the SPEED control all the way to the left. The game will now be played at the slowest speed. As you become more skillful, turn the SPEED control more to the right to increase the speed of the moving Ball.

2. One person should select the Player 1 Control Unit and another the Player 2 Control Unit. A Control Unit should be in front of each player—with his right hand on the VERTICAL control and his left hand on the ENGLISH control. The person operating the Player 1 Control Unit will be called Player 1. The person with the Player 2 Control Unit will be called Player 2.

3. Player 2, by pressing his RESET button, will cause the Ball to appear on the screen—moving toward Player 1. Then Player 2 should turn his ENGLISH control to cause the Ball to touch Player 1.

4. Player 1 should do nothing until he is touched by the Ball. If the Ball touches Player 1, the Ball will immediately reverse and move toward Player 2. If the Ball does not touch Player 1, the Ball will move off the screen. Player 1 should then press his RESET button and the Ball will reappear on the left side and move toward Player 2.

5. Player 1 should then move his ENGLISH control to cause the Ball to touch Player 2. If the Ball misses, Player 2 should press his RESET button and steps 6, 7 and 8 should be repeated until the Ball is bouncing between Players.

6. Once the Ball is bouncing between both players, each player should take turns moving toward the bottom or the top of the screen with his VERTICAL control, and then moving in front of the Ball as it comes toward him.

7. Now each player should take turns moving the Ball with his ENGLISH control while the other player tries to move in front of the Ball by using his VERTICAL control.

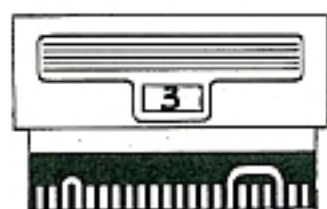
8. Now you are ready to volley. Each player should use his ENGLISH control to keep the ball from striking the other player; and should use his VERTICAL control to try to hit the Ball. The player who misses the Ball must press his RESET button to bring the Ball back into play.

9. Should both players press their RESET buttons at the same time, the Ball may not appear, or may float too near the center of the screen. Simply press just one RESET button to resume normal play.

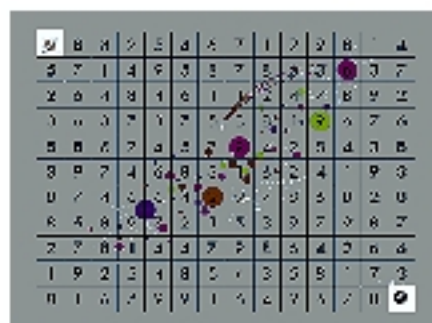
If an ENGLISH control has been turned to an extreme position and a RESET button pressed, the Ball may be above or below the normal viewing area. Should this happen, return the ENGLISH control to the upright center position and press the RESET buttons one at a time until the Ball appears on the screen.

ANALOGIC

... a space race through the numeric maze of a computer charted galaxy! A fascinating electronic addition game for all ages! (For 2 players.)



GAME CARD #3



GAME OVERLAY



GAME CHIPS (use 16 red chips)

SET-UP

1. The Speed Control can be adjusted to match the skill of the players.
2. Player 1, the left player, is on the planet EVEN. Player 2, the right player, is on the planet ODD.

PLAY

(**Illust. B**). The players establish interstellar contact by activating their light beam transceivers. (The RESET button is pushed and the light bounces diagonally between both players. Use the ENGLISH control to determine the correct path of the light).

The players flip a coin to see who moves first. The player from the planet ODD tries to reach the planet EVEN before the player from the planet EVEN reaches the planet ODD.

If the player from the planet ODD starts the game, he may *move only to an odd numbered square*. If a player from the planet EVEN starts the play, he may *move only to an even numbered square*.

(**Illust. C**). The players may move *one square in any horizontal or vertical direction*. They may, under special circumstances, move in a diagonal direction. This will be explained later (on page 28).

The principle for the succeeding moves of the game: The EVEN player may move only to a square whose number combines with ODD'S last move to *total to an even number*. ODD may move to a square whose number *totals* to an ODD figure when combined with EVEN'S last move.

EXAMPLE: ODD Plays First.

ODD: Moves to three

EVEN: Moves to five ($3 + 5 = 8$)

ODD: Moves to six ($5 + 6 = 11$)

EVEN: Moves to two ($6 + 2 = 8$)

And so on ...

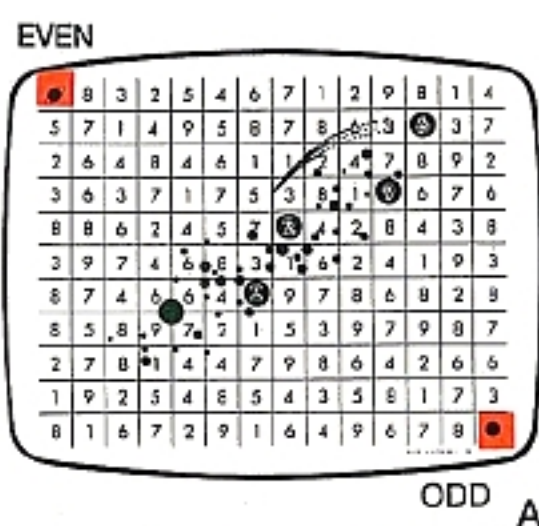
NOTE: Each player must total figures aloud before they move.

Each player uses his ENGLISH control to maintain interstellar contact. If the player who has control of the interstellar beam misses contact, he must go back 1 space and his opponent receives a Diagonal Chip good for one diagonal move at any time during the game. (Use RESET Button to reactivate beam.)

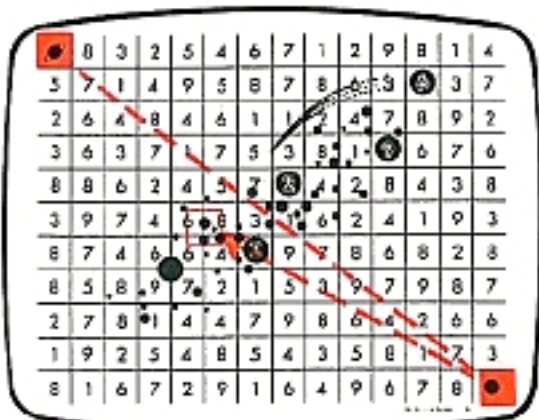
(**Illust. D**). Once the players are within any 3 vertical columns of each other, interstellar contact is no longer necessary and the beam is allowed to disappear off the screen.

(**Illust. E**). When a player passes through the Planetary Belt, he receives a Diagonal Chip for each time he touches one of the five planets. Players may not occupy the same square at the same time.

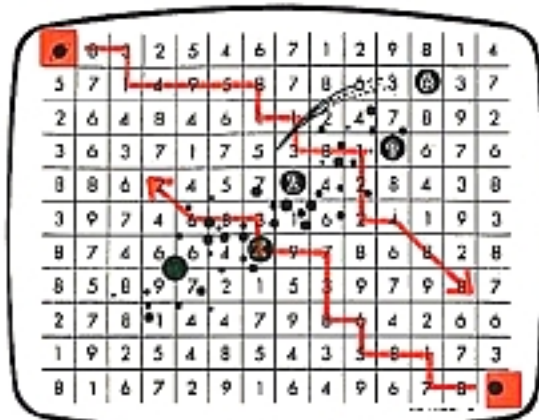
The first player to reach his opponent's planet wins the game.



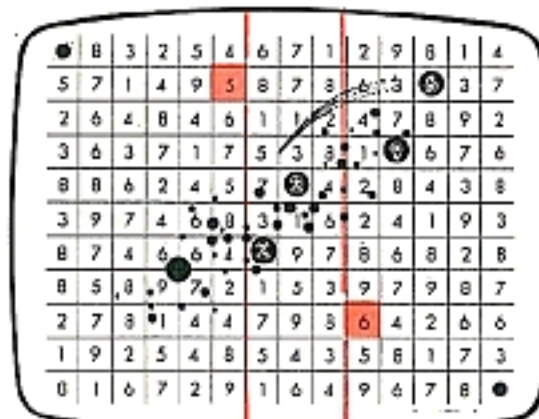
ODD A



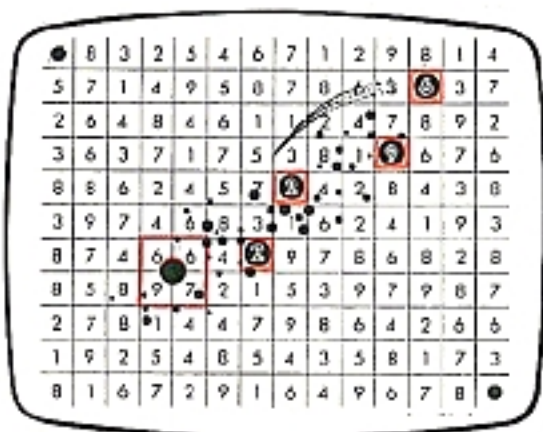
B



C



D



E

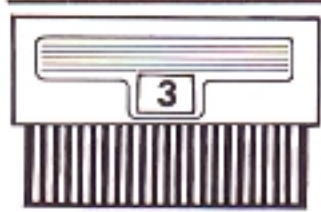
GAME VARIATION:

Use the interstellar light as a timer for the game of play. Each player must announce his move within four traverses of the beam or he forfeits his turn. All other playing procedures remain as outlined.

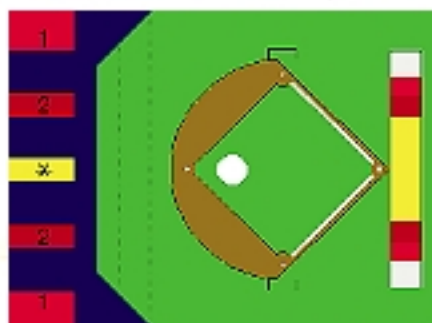
BASEBALL

... select your team and plan your batting line-up. You are the manager, so lead your team and plan the game strategy.

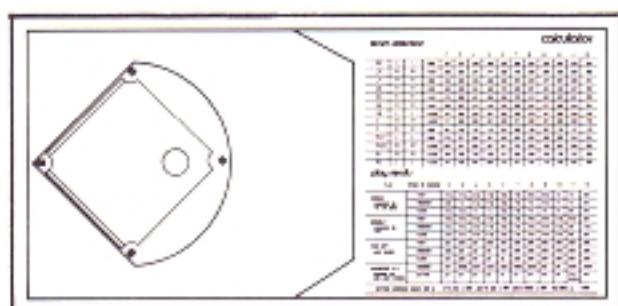
GAME AIDS



GAME CARD #3



GAME OVERLAY



GAME BOARD



26 LINE UP CARDS
(13 RED AND 13 BLUE)



10
POWER
CARDS

10
BIG BREAK
CARDS

SET UP

1. Position the two players on the screen as illustrated. (Illustr. A). The player on the right side is the BATTER and must be controlled by the right hand Player Control Unit #2. The player on the LEFT side is the PITCHER/FIELDER and must be controlled by the left hand Player Control Unit #1.

LINE UP CARDS

The two Coaches roll the dice to determine who's team will bat first and therefore manage the RED TEAM LINE UP Cards. The other coach manages the BLUE TEAM LINE UP Cards and is the first team to take the field. Both players take possession of their LINE UP Cards and should place a piece of the frosted tape, that is included with the ODYSSEY Unit, on the LINE UP Cards so that the area just above the words BATTING AVERAGE is covered. (Illustr. C).

Each of the two teams have LINE UP Cards for the 9 starting positions on a baseball team plus, 2 RELIEF PITCHERS and 2 PINCH HITTERS. A team has 13 players.

BATTING AVERAGES

INITIAL

When the teams have been selected, the coaches alternate rolling the dice to determine all 13 players Batting Averages. The total of each dice roll is read on the TEAM SELECTION CALCULATOR which is printed on the GAME BOARD. The CALCULATOR will indicate each ball player's BATTING AVERAGE, RUNNING SPEED and whether he is right or left handed.

Example: One player rolls the dice for his center fielder. The dice total is .6 He finds 6 on the top horizontal row of the CALCULATOR. Then looks down that column to the row marked CF for Center Fielder. His center fielder Bats and Throws RIGHT Handed, is a FAST Runner and has a .238 Batting Average. (Illustr. D).

The Player's Batting Average is recorded on the taped portion of the LINE UP Cards with a lead pencil. (Illustr. C).

DURING THE GAME

Each of the players will raise or lower their Batting Averages during the game. Each change in the average may put the player into a different Batting Zone on the Game Overlay which will be explained later. A hit for a player with a Batting Average of over .300 will raise that player's average .004 points. A hit for a player Batting between .250 and .299 will raise his average .006 points. A hit for a player with a Batting Average under .250 will raise his average .008 points. When a player is batting and makes an out, the player's Batting Average drops by .002.

Example: A player with a .294 Batting Average gets a hit. His Batting Average is raised by .006 to make it .300. Should he, the next time at bat, make an out, his average is lowered by .002 and is recorded as a .298.

Each time a player gets a hit or an out, his Batting Average is immediately changed on the LINE UP Card. Remember to use only a lead pencil.

Now that the Coaches know the capabilities of their players, they should put



SCOREBOARD

RUNNER
TOKENS

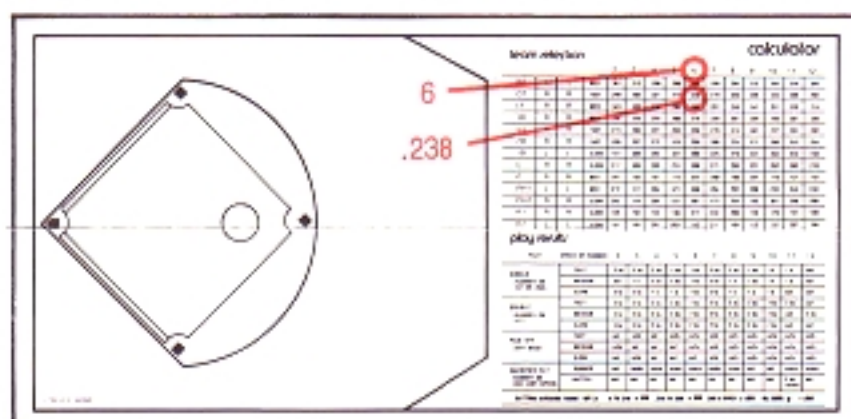
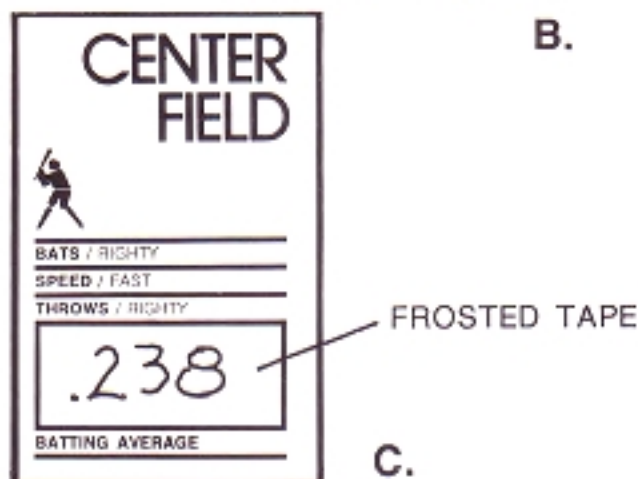
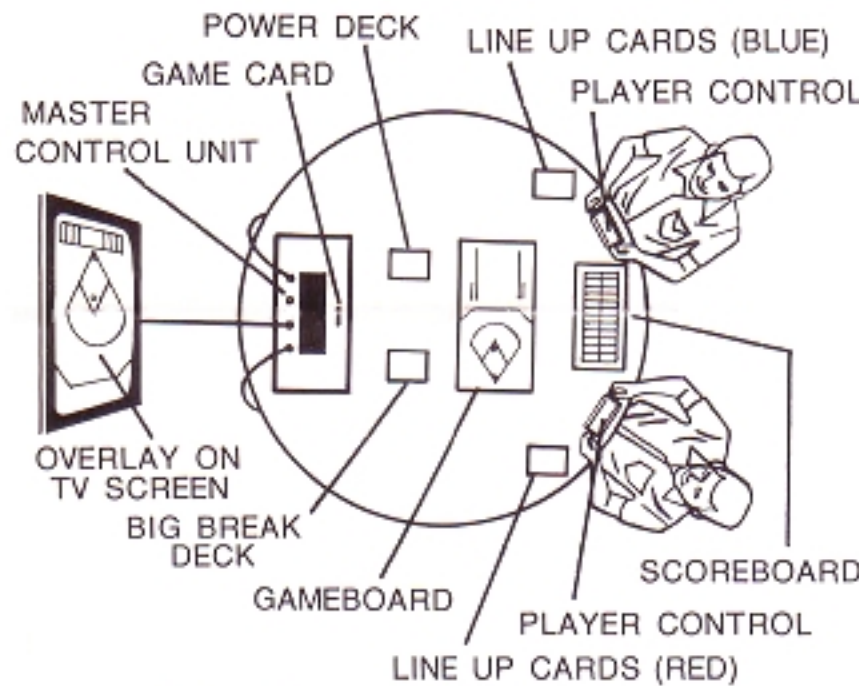
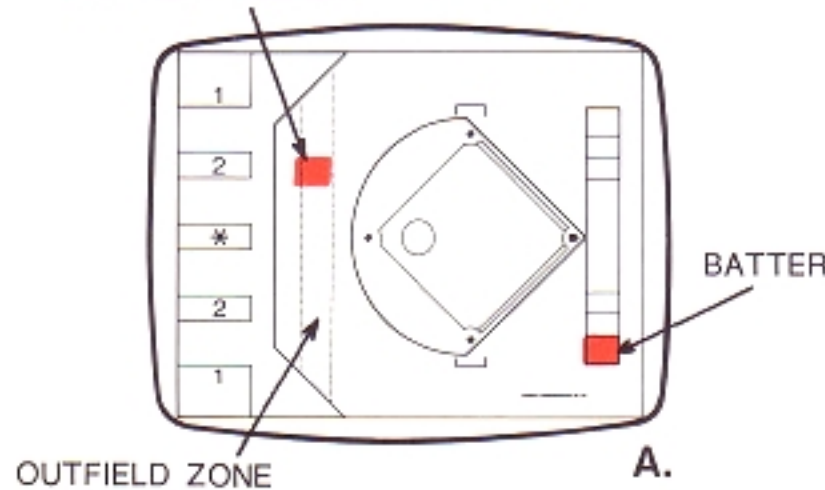


RED WHITE BLUE

DICE



PITCHER/FIELDER



their nine starting players in the order they desire them to bat. Once the cards are in order, they should be placed in front of the player with the top card being the first batter.

RUNNER TOKENS

There are 12 total RUNNER TOKENS of which there are 4 RED, 4 WHITE and 4 BLUE. The Coaches team at bat will use the tokens for each of his team players when they come to bat and as they advance from base to base.

The Tokens represent the speed of the runners as follows:

RED—FAST RUNNER
WHITE—MEDIUM RUNNER
BLUE—SLOW RUNNER

Example: The center fielder for team #1 is at bat. The center fielder is a FAST runner; therefore, a RED token should be placed on the GAME BOARD at Home Plate.

PITCHER/FIELDER

The PITCHER/FIELDER must use Player Control Unit #1 and control the player on the left side of the screen. Both Coaches *must* bring their ENGLISH Controls to the upright center position. With his player light positioned in the Outfield Zone on the Game Overlay and the ball positioned off the left side of the screen, (Illust. E) he presses the RESET BUTTON. The ball enters the screen from the left and moves toward the Batter's Box. The PITCHER/FIELDER must use his ENGLISH Control to guide the ball straight over the Pitcher's Mound on the Game Overlay. He then uses his ENGLISH Control to guide the ball toward the Strike Zone. A batter with a .250 or lower Batting Average must be pitched to in the YELLOW Strike Zone on the Game Overlay. A pitch outside the Batter's Box will be a ball. If any part of the ball crosses the Strike Zone, and is not hit by the Batter, it is a Strike. The Strike Zone for a Batter with an average of .250 to .299 is between the ORANGE Markers (includes the YELLOW area). The Strike Zone for a Batter with a .300 or better average is between the RED areas (includes the YELLOW and ORANGE areas). If the PITCHER is unable to guide the ball over the pitcher's mound, it constitutes a Balk. In a Balk, all runners advance one base, and the Batter takes a ball. (Illust. F).

IMPORTANT: BOTH COACHES MUST BRING THEIR ENGLISH CONTROLS TO THE UPRIGHT CENTER POSITION BEFORE EACH PITCH.

At any time during the game, the Coach may elect to pull his starting PITCHER from the game and substitute a RELIEF PITCHER. If the substitution is made when it is the PITCHER'S turn to bat, a PINCH HITTER must be used first. When the team is ready to take the field, a RELIEF PITCHER, of which there are 2 per team, is selected. The PITCHER'S LINE UP Card is removed from the LINE UP Deck and may not be used again during the game.

BATTER

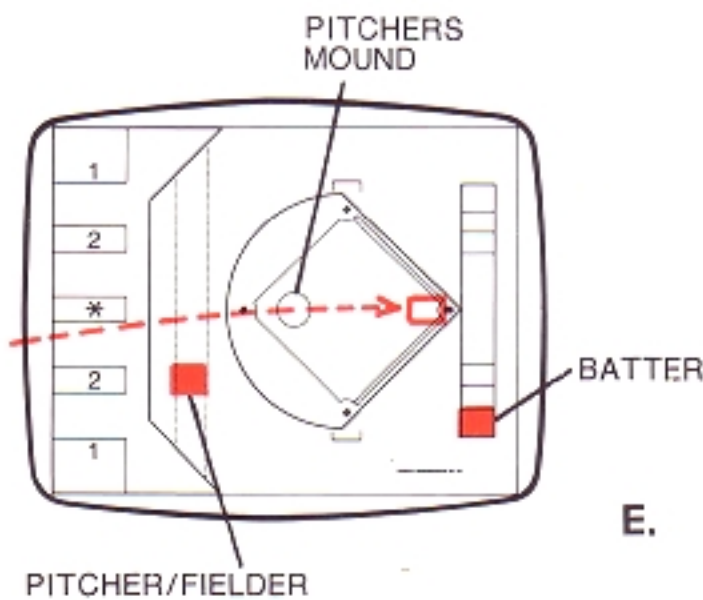
The BATTER must use Player Control Unit #2 and control the player on the right side of the screen.

Right Handed Batters are positioned in the Bottom Batter's Box and Left Handed Batters are positioned in the top Batter's Box (**Illust. G**). Refer to your players LINE UP Cards to find whether the Batter is Right or Left Handed.

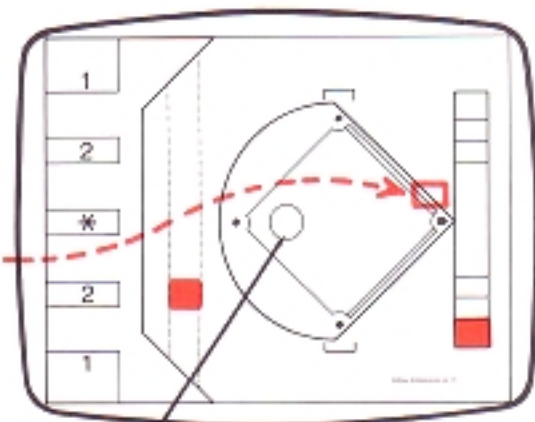
The BATTER begins with a 2 Ball and 2 Strike count. He is out on 1 Strike and walks on 2 Balls. There are Three Outs per inning for each Team.

If a Right Handed BATTER faces a Left Handed PITCHER, the BATTER gets a walk on 1 Ball. Conversely, if a Left Handed BATTER faces a Right Handed PITCHER, the BATTER gets a walk on 1 Ball instead of the usual 2 Balls.

The BATTER hits the pitched ball by moving his light into the path of the Ball. He uses his ENGLISH Control to guide the Ball around the PITCHER/FIELDER and into one of the HIT AREAS designated on the left side of the Game Overlay (**Illust. H**). If the Ball lights the RED areas marked 1, the hit is a

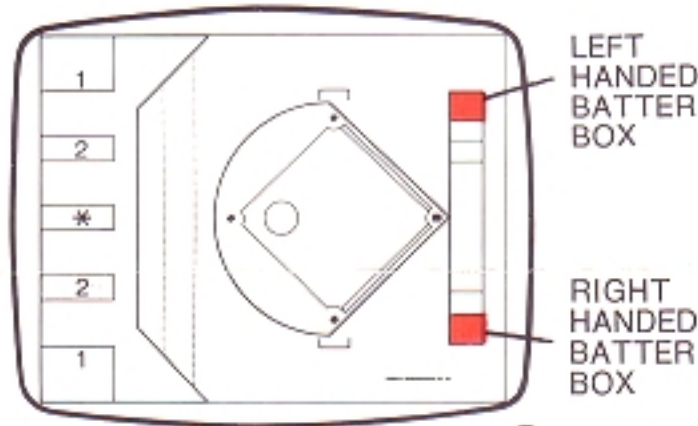


E.

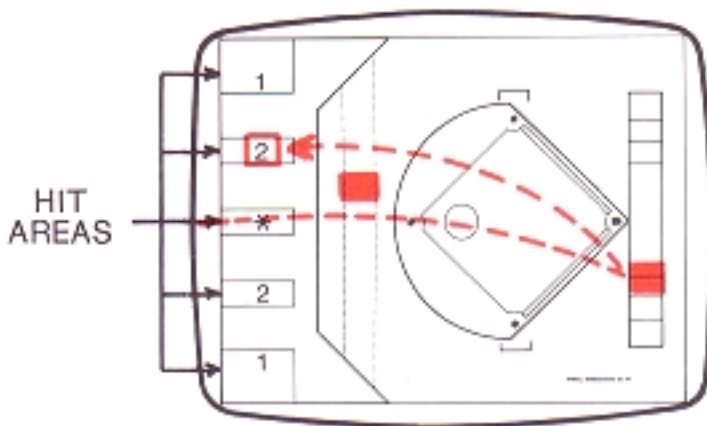


F.

PITCHERS MOUND
BALK! BALL DID NOT CROSS
PITCHERS MOUND.

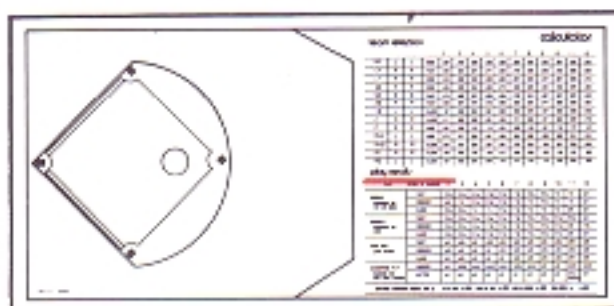


G.



H.

BATTER HITS BALL INTO
HIT AREA.



GAME BOARD "PLAY RESULTS"
SECTION.

I.

SINGLE. If the Ball lights the ORANGE areas marked 2, the hit is a DOUBLE. If the Ball lights the YELLOW area, the Coach draws a card from the top of the POWER DECK and is awarded the hit designated.

The BATTER must remain in the Batter's Box until the pitched ball crosses the Pitcher's Mound on the Game Overlay.

If the hit Ball goes off the top or bottom of the screen, it is a Foul Ball and the BATTER must return to his Box to await another pitch.

On the BASEBALL GAME BOARD an appropriate RUNNER TOKEN (FAST-MEDIUM-SLOW) for that player is advanced from Home Plate to the proper base. The players Batting Average is changed on the LINE UP Card.

PINCH HITTERS

Pinch Hitters are designated on the LINE UP Cards and there are 2 per team. The Pinch Hitters may only be used to pinch hit for the PITCHER when it is his turn at bat. The PITCHER'S Card is removed from the LINE UP Deck and may not be reused during the game. When the team is ready to take the field again, the PINCH HITTER'S LINE UP Card is removed from the deck and must be replaced with one of the RELIEF PITCHERS. Once a PINCH HITTER has been utilized in an inning, he must then be retired for the remainder of the game.

BASE RUNNER

If the Batter hits a SINGLE and a runner is on third base, the runner scores. If there is a runner(s) on first and/or second when a single is hit, roll the dice and using the PLAY RESULTS printed on the GAME BOARD, (**Illust. I**) check the number of bases the runners are permitted to advance. If there are two runners involved, the dice are rolled only for the runner on second base. The runner on first base advances the same number of bases as the runner on second.

On a DOUBLE a runner will score from second or third base. If there is a runner on first base when a Double is hit, roll the dice and using the PLAY RESULTS printed on the GAME BOARD, check the number of bases the runner is permitted to advance.

A RUNNER scores from any base on a TRIPLE or HOME RUN.

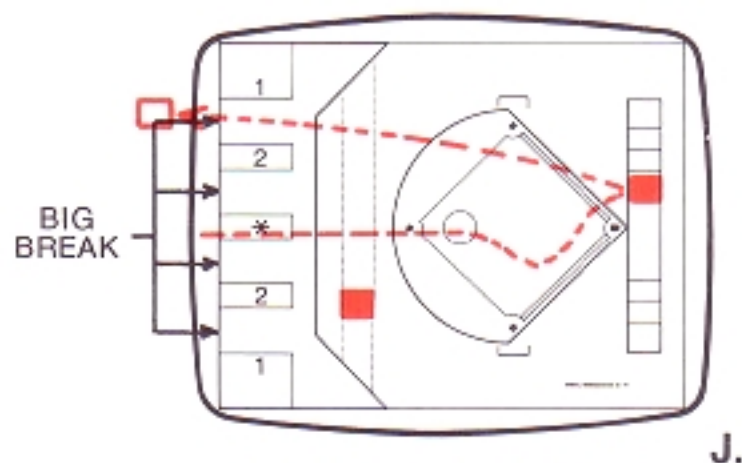
BIG BREAK AREA

The BIG BREAK AREA is the BLUE areas surrounding the hit areas on the Game Overlay. (**Illust. J**). If the batter hits the ball into one of the BIG BREAK areas without lighting any part of the hit areas, the Coach draws a card from the BIG BREAK Deck. Once the BIG BREAK Cards are used, they are returned to the bottom of the deck.

The BIG BREAK Cards will indicate one of the following: ERROR, WILD PITCH, PASSED BALL or PICK OFF.

ERROR

The Batter is safe at first base and his RUNNER Token is advanced to first. The dice must be rolled for the Runners already on base. They will advance as determined by the PLAY RESULTS section of the GAME BOARD marked Single. The Batters average is dropped by .002 since an ERROR is the same as an out; however, it is not scored as an out.



J.
BALL PASSES THROUGH THE BIG BREAK AREA WITHOUT LIGHTING HIT AREA.

WILD PITCH/PASSED BALL

All RUNNERS will advance one base and the BATTER takes 1 Ball.

PICK OFF

The BATTER retains the card until he becomes the PITCHER/FIELDER. He may use the card any time his opponent has a player on base. The PLAYER/FIELDER announces a PICK OFF attempt by designating which base Runner he is attempting to PICK OFF. The PITCHER/FIELDER rolls the dice and checks the results of his effort in the PLAY RESULTS section of the GAME BOARD Calculator marked PICK OFF.

The BATTER who draws a PICK OFF Card, remains at bat as though the ball had never been pitched.

FIELDING

If the FIELDER catches the ball by intercepting it after the batter has hit it, the batter is out. To be legal, the FIELDER must stay in the OUTFIELD ZONE while attempting to catch the ball. He may only use his VERTICAL Control.

DOUBLE PLAY

When there is a RUNNER on first base, and the BATTER hits a ball that is caught by the FIELDER, a DOUBLE PLAY may be attempted. The FIELDER catches the hit ball and thus causes it to bounce back toward the Strike Zone. If he can maneuver the ball through the YELLOW Strike Zone, without the BATTER hitting the ball, a DOUBLE PLAY is scored. Both the BATTER and RUNNER on first base are out.

The BATTER can protect himself from the DOUBLE PLAY by hitting the returned ball before it passes through the YELLOW Strike Zone. The BATTER is out and the RUNNER is safe at first base.

SCOREBOARD

A SCOREBOARD is provided for keeping a record of the teams scores for each inning. A strip of the frosted tape should be placed over the SCOREBOARD for protection. Upon completion of each teams turn at bat, the runs scored that inning should be marked on the SCOREBOARD with a lead pencil.

GAME VARIATIONS

The following variations may be added to your game play for additional challenge and realism.

BUNTING

A BATTER may announce his intent to BUNT. He must announce his intention when he first arrives at the plate. The PITCHER moves his light to one of the BUNT boxes located below third base or above first base. (Illust. K).

The ball is pitched as before with the BATTER attempting to hit it. The PITCHER, using only his VERTICAL Control tries to catch the hit ball by intercepting it with his light. If he catches the ball, the BATTER is out. If the ball is hit past the PITCHER, the BUNT is successful and all RUNNERS advance one base; the BATTER is out. However, if once the ball is past the PITCHER, it is guided into the YELLOW section of the Hit Area, the BATTER is safe and moves to first base.

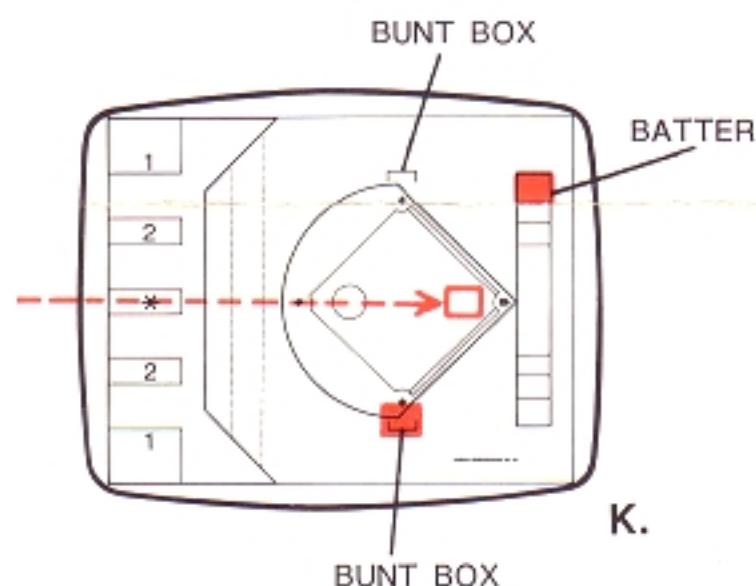
A RUNNER cannot be BUNTED into home plate.

If a ball is BUNTED foul, off the top or bottom of the screen, it is an out for the BATTER. A player can BUNT as described even if there are no base RUNNERS.

SACRIFICE FLY

A SACRIFICE FLY may be attempted by a BATTER any time there is a RUNNER on third base. The BATTER calls for a SACRIFICE before the ball is pitched.

If the BATTER hits the ball and it is caught by the PITCHER/FIELDER, the dice are rolled, and the results are read from the SACRIFICE FLY section of the GAME BOARD CALCULATOR.



BASKETBALL

... Action packed one-on-one Basketball as the players dribble the ball, shoot, and score!



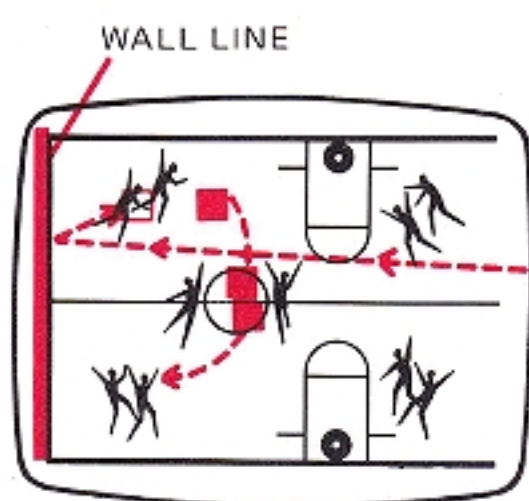
Game Card No. 8



Game Overlay

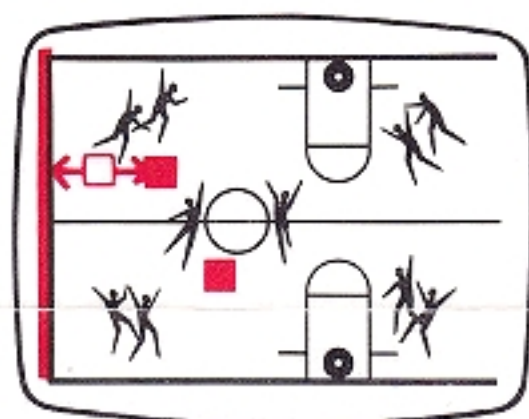


Scoreboard



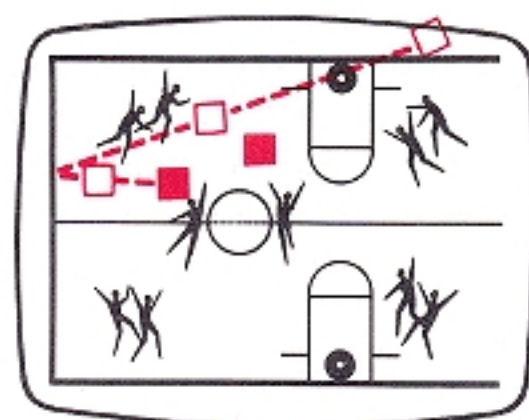
THE CENTER JUMP

A



THE DRIBBLE

B



SCORING A
FIELD GOAL

C

Set Up

1. Each player chooses the goal he wishes to defend.

The Plays

The Center Jump

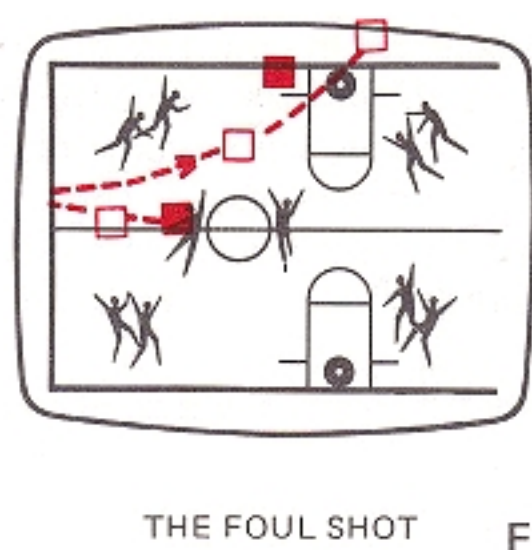
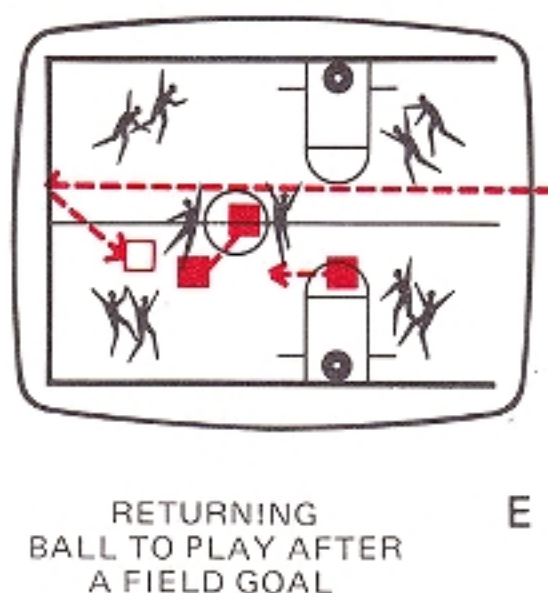
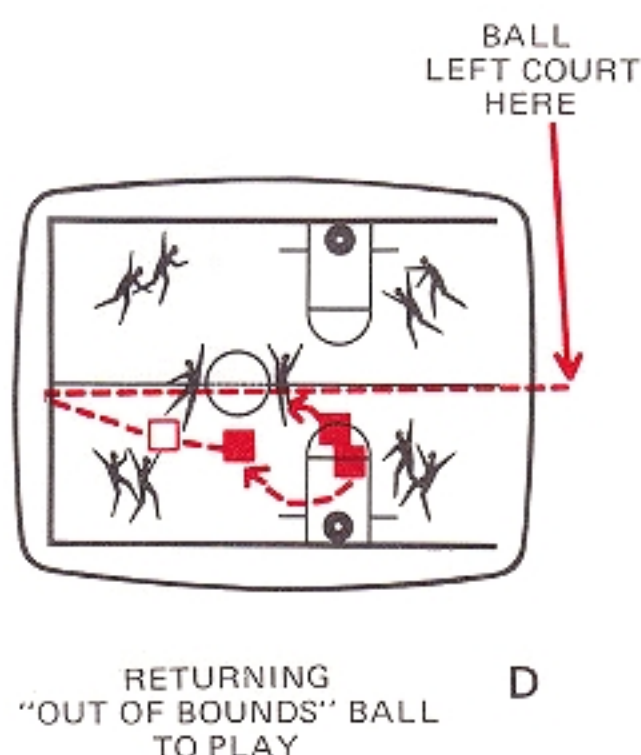
Player 1 and Player 2 position themselves in the center jump circle covering one another. Both players center their English Controls. When player No. 2 presses his Reset Button the ball will come near the center jump circle and touch the wall and then bounce to the right. As soon as the ball moves to the right, the players may move their Vertical and Horizontal Controls to attempt to capture the ball and cause it to bounce between themselves and the wall. This is a dribble. (Illustration A)

The Dribble

The dribble takes place when one player has the ball bouncing between himself and the wall. By moving the English and Vertical Controls in the same direction, the ball may be dribbled from one end of the court to the other. The player must always stay on the left side of the foul circles while dribbling. (Illustration B).

The Shot for a Field Goal

Any movement of the ball toward a basket is considered a shot. A shot may be made from the dribble by moving the English control to cause the ball to miss the player spot and then move toward the basket. A shot may also be started by moving the vertical control and moving the player. Of course a shot may be made by either player at anytime during the game from any position. A field goal is scored if the center of the basket is lit by the ball, regardless of which player last contacted the ball. A field goal is two points. (Illustration C)



Ball out of Bounds

A ball is out of bounds if it leaves the court without a field goal being scored. To return the ball to play, both players position themselves upon one another at the foul line on the side of court from which the ball left and then use the center jump procedure to return the ball to play. (Illustration D)

Returning the Ball to Play after a Field Goal is Scored

The player scoring the field goal positions himself at his own foul line, the other player positions himself in the center jump circle, and then the Center Jump procedure is used to return the ball to play. (Illustration E)

Jump Ball

A Jump Ball occurs whenever the ball leaves the playing court on the left side. The ball is returned to play by the Center Jump.

Foul

A player has committed a foul if at anytime during the play he passes through or causes his player spot to light up either basket.

The Foul Shot

The player committing the foul positions himself at the left side of the opponent's foul lane adjacent to the basket and just touching the short horizontal line. The Player No. 2's Reset Button is depressed and the player shooting the foul shot establishes a dribble anywhere on his side of the center line. He then moves his English Control and attempts to sink his shot. If the basket lights, he scores one point and the ball is returned to play as if a field goal had been scored. If the basket does not light, the ball is returned to play as an out of bounds ball. (Illustration F)

The Game

A game is won by the first player to score 24 points and at least two more points than the opponent. The game is started by a center jump. Then each player maneuvers his vertical and horizontal controls to gain control of the ball. Remember that only the English control of the last player to touch the ball has control of the ball's direction.

A player may attempt a shot at any time from any direction. He may also attempt to steal the ball from a dribble by the other player. He may block a shot by the other player also.

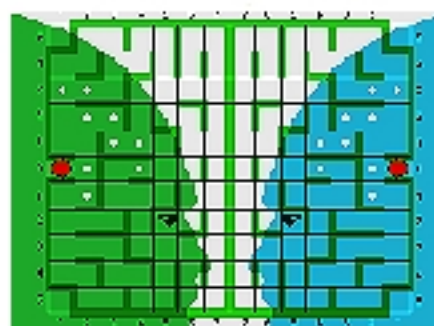
The basic strategy is to capture the ball and establish a dribble. Then make a shot and while the ball is moving toward the basket, move the player spot to the right side of the basket for a tip-in or rebound.

BRAIN WAVE

... Use skill, thought, and strategy in a battle of "Brain Waves" and be the first to complete a "Train of Thought". (For two players)



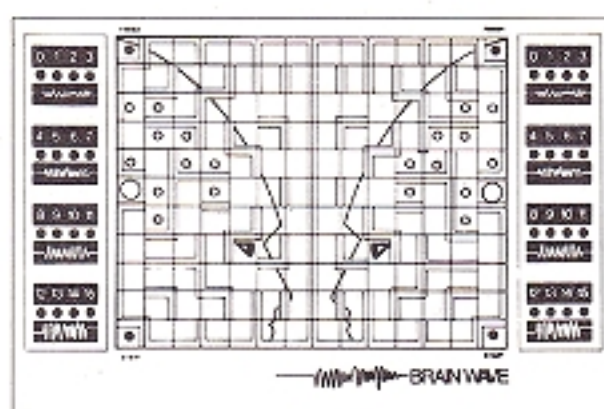
Game Card No. 3



Brain Wave Overlay



Dice



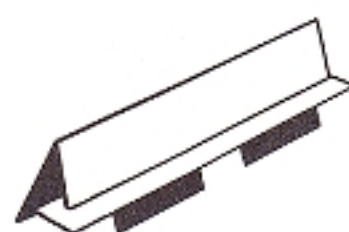
Brain Wave
Game Board



Thought Tiles
(two sets of 48)

Set Up

1. Place the Brain Wave Game Board convenient to both players.
2. Punch out the thought tiles, indicator tiles and memory banks. Sort the tiles into two sets and turn them face down. One player will use the green set and the other will use the blue set.
3. Assemble the memory bank as shown in Illustration A, and place the Brain Wave Power Indicator tiles on the



Memory Banks
(1 blue, 1 green)



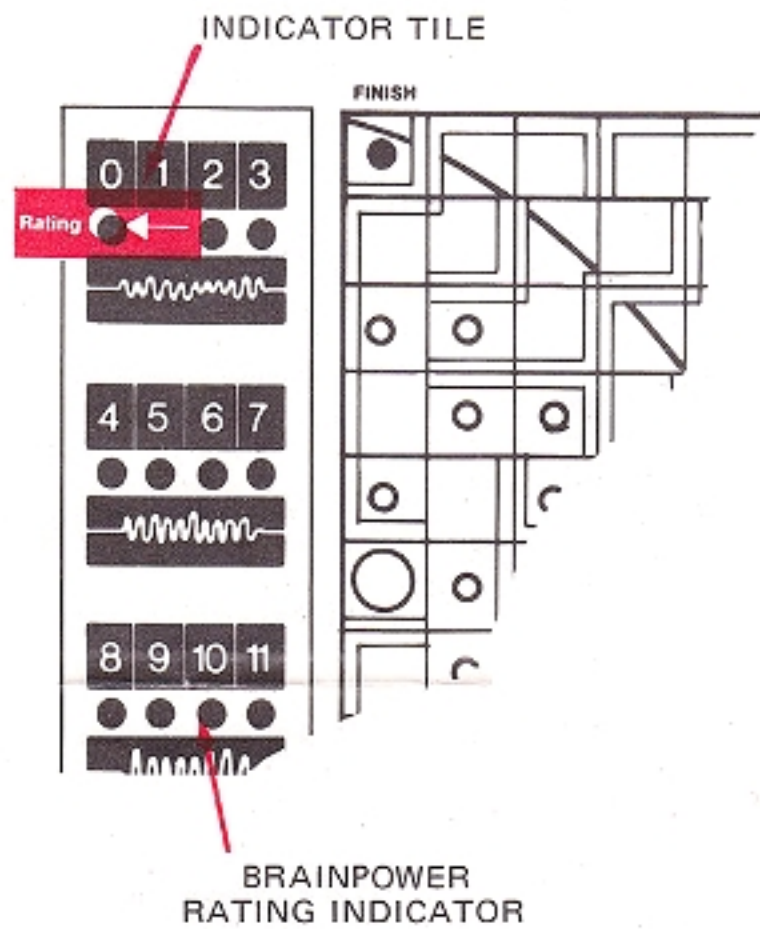
Brain Wave
Power Markers
(1 blue, 1 green)

Game Board so that the hole in the center is over the small circle below the "0". (See illustration B).

Play

The player will have Brain Wave battles on the screen to earn Brain Power Points as determined by the point value of the squares on the Overlay. These points are accumulated on the Brain Power Indicators and then exchanged for thought tiles. The players will then use their thought tiles to build a train of thought on the Thought Path section of the Game Board. The first player to complete a train of thought from his starting corner to his ending corner is the winner.

Play begins with a Brain Wave Battle. The players should roll the dice. The player with the higher number will be the first to attack, the other will be the defender. The players should then select their colors, the green player will use the green thought tiles and Player Control Unit No. 1, the blue player will use the blue thought tiles and Player Control Unit No. 2.



B

Brain Wave Battles

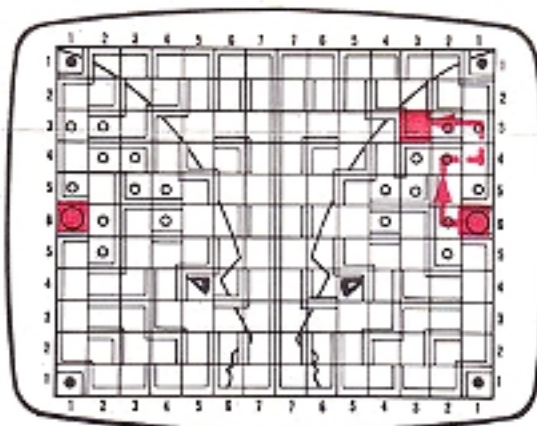
Before the first battle starts, both players must center their English controls. Thereafter, a player may only move his English control when it is his turn to be the attacker.

The defender rolls the dice to determine the number of squares he may move his player spot through the maze formed by the heavy green lines on his side of the overlay. He may not backtrack and he may not end up on the same square he started from. (See illustration C). The defender then presses and holds his Reset Button until the "Brain Wave", the ball spot, is on the attacker's side of the screen.

The attacker then moves his English Control to the position that he feels will cause the Brain Wave to strike the defender's spot when the attacker presses his Reset Button. Then the attacker presses his Reset Button to fire his Brain Wave. He may not move his English Control after he has pressed his Reset Button.

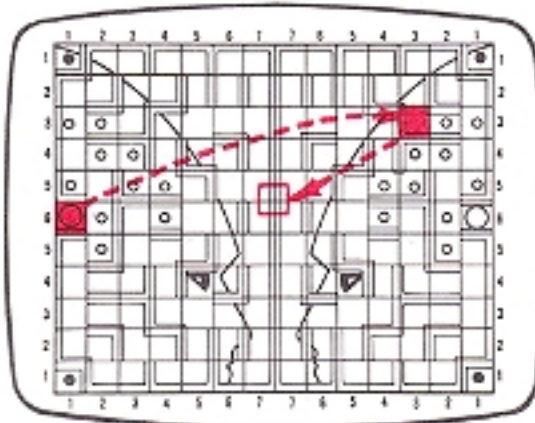
If the Brain Wave strikes the defender's spot, (the defender must not move his spot) the attacker adds the numbers of the row and column for the square the defender is on and adds this number to his current Brain Power Rating as shown on the game board. The indicator tile is moved on the Brain Power Indicator to show the number of points available and the attacker refers to "Building a Train of Thought" and exchanges these Brain Power points for thought tiles. (illustration D).

If the Brain Wave strikes the attacker's spot after



THE DEFENDER HAS ROLLED A SEVEN AND HAS MOVED SEVEN SQUARES

C



ATTACKER RECEIVES SIX
POINTS FOR A SUCCESSFUL
ATTACK

D



LOGIC
(24 EACH)



MENTAL
BLOCK
(3 EACH)



DECISION
POINT
(7 EACH)



MIND
BENDER
(14 EACH)

E

striking the defender's spot, the attacker has established "Telepathic Communication" and then receives double the number of Brain Power points.

If the Brain Wave does not strike the defender's spot, the defender adds two Brain Power points to his rating, and the attacker's turn is over.

Brain Battle Strategy: The defender should note that the squares with the lowest point value are also the easiest targets and the squares with the highest point values are the most difficult targets. Both players should remember where the Brain Wave spot leaves the screen, as the setting of the English Control required to cause the spot to cross a particular square is greatly affected by where the spot left the screen. (If the spot left the screen near the top, more English would be required to cause the ball to cross a square near the bottom, for example, than if the spot had left at the center of the screen.)

Building a Train of Thought

The first player to complete a successful attack has the first opportunity to start his "train of thought." When his attack is completed, the player may exchange three Brain Power Points for one thought tile. For example, if the player had 8 points, he would draw two tiles and then move his Brain Power Indicator to show that he had 2 points remaining.

There are four types of tiles as shown in Illustration E. The player may start his "train of thought" with either a "Logic" or a "Mind Bender" tile. "Decision point" and "Mental Block" tiles will be used for special situations that will be explained later.

The "Train of Thought" must be built by the following rules:

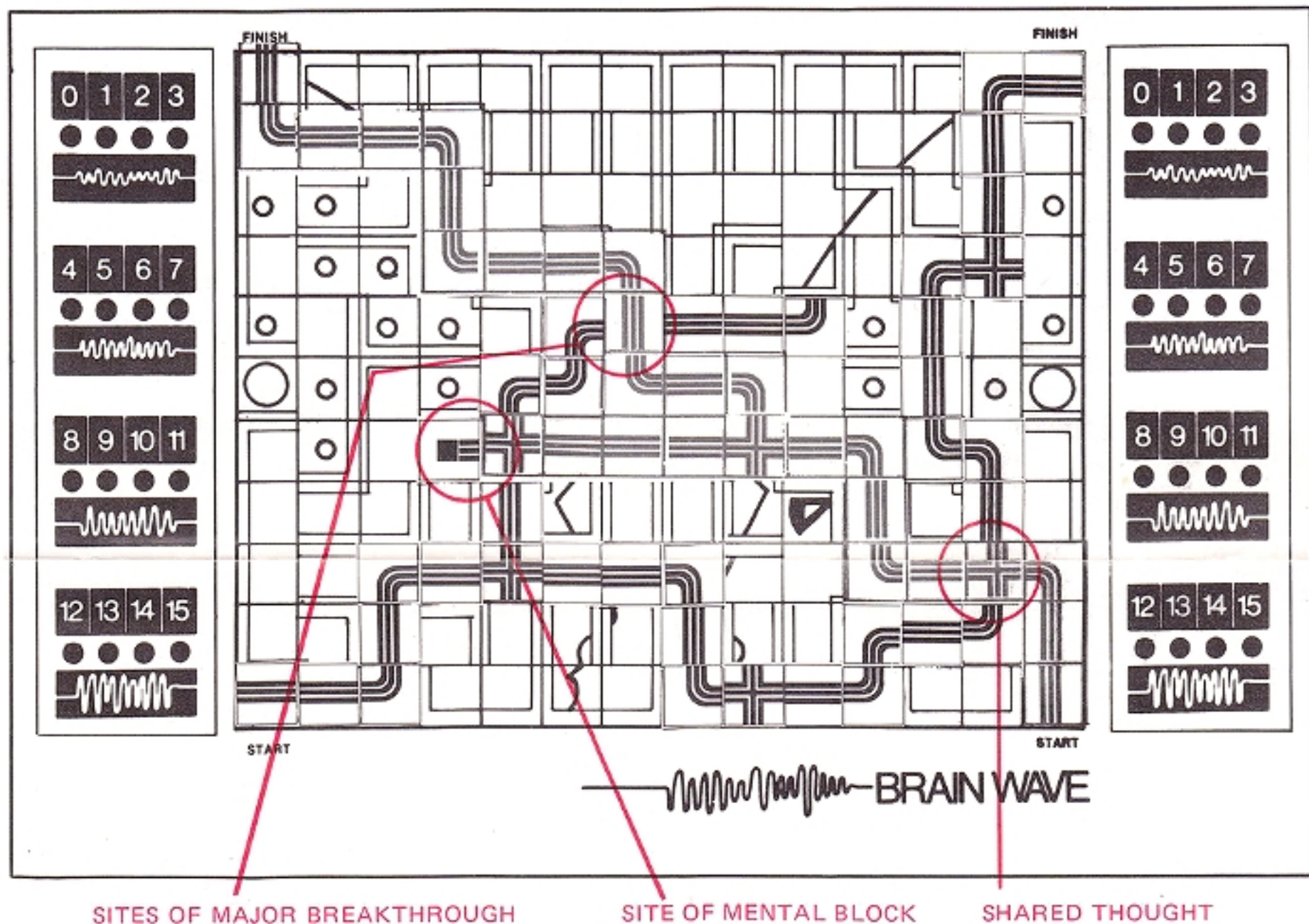
A. The blue player starts at the lower right "start" square and builds toward the upper left "finish" square. The green player works from lower left to upper right. Any type of tile may be used to start.

B. A player may hold up to 3 tiles of any type and up to two Brain Power Points at the end of his turn. All other tiles and points must be used.

C. The train may be built in any direction at any time as long as it is continuous from the "start" square until it must cross, or the player wishes to cross the other player's train of thought.

D. The two trains of thought may cross at any decision point tile. If a player lays a tile adjacent to a decision point in the second player's train and does not lay another tile on the opposite side during that turn, the second player can only block the crossing by placing a "Mental Block" tile on his next turn.

TYPICAL "TRAINS OF THOUGHT"



E. A player may place a "Mental Block" tile at any of his own decision points on his turn to prevent that decision point from being used by his opponent.

F. A tile placed on a previous turn cannot be moved by its owner.

Breaking a Train of Thought

As a player's Train of Thought approaches the others, he has the option of calling for a breakthrough attempt, before he lays down any tiles. He may call for a Major or Minor breakthrough as described below.

Major Breakthrough takes place when one "Train of Thought" is laid down through another by using a "Logic" tile, thus completely breaking that train.

Minor Breakthrough takes place when one "Train of Thought" is laid down through another by using a "Decision Point" tile thus, not actually breaking that train.

When a player calls for a breakthrough, he specifies "Major" or "Minor", indicates which of his opponents "Logic" tiles he will remove and lays down beside the Game Board enough of the correct type of tiles to accomplish the breakthrough. Both players then move their spots to their respective red circles. The player under

attack now begins to move his spot randomly about on his maze. He need not follow the maze pattern but he must stay within the outside borders of his maze area or the attacker may call for restart of the attempt.

The attacker then presses his Reset Button and launches the Brain Wave and, by using his English control to guide it, tries to hit the defender's spot. If he is successful, he may then place his tiles on the board and remove his opponent's "Logic" tile previously designated.

If he is unsuccessful, and if it was an attempt for a Major breakthrough, he forfeits all of the unplayed tiles in his possession, and his turn is over. If it was an attempt for a minor breakthrough, he forfeits all but three of his tiles and his turn is over.

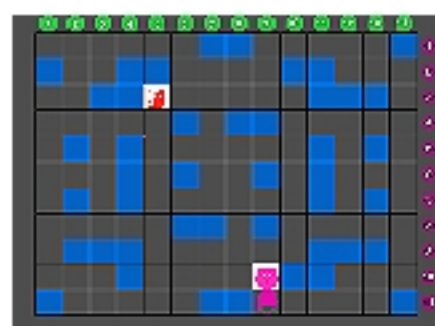
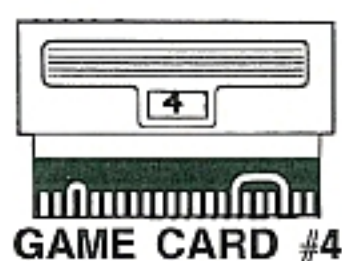
When a player's train is broken he may, at any time, attempt a Minor breakthrough to rebuild, otherwise he must rebuild his train around the break.

After an attempt both players return their spots to their red circles and play continues.

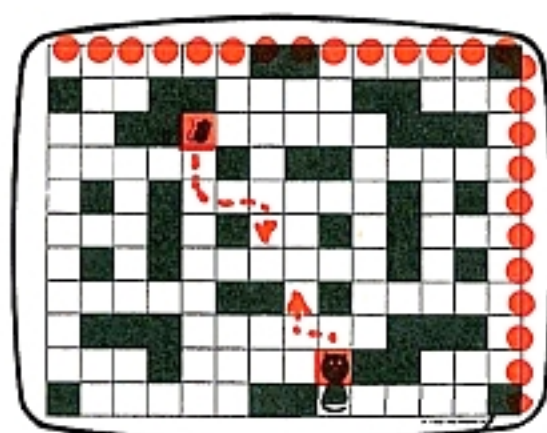
Winner

The first player to successfully reach his FINISH block ends the game and is declared the winner.

CAT AND MOUSE ... can the clever mouse elude the can-tankerous cat? A hilarious electronic addition game of hide and seek. (For 2 or more players.)

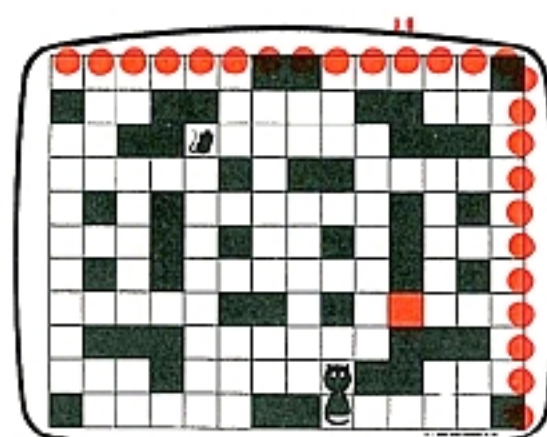


GAME OVERLAY

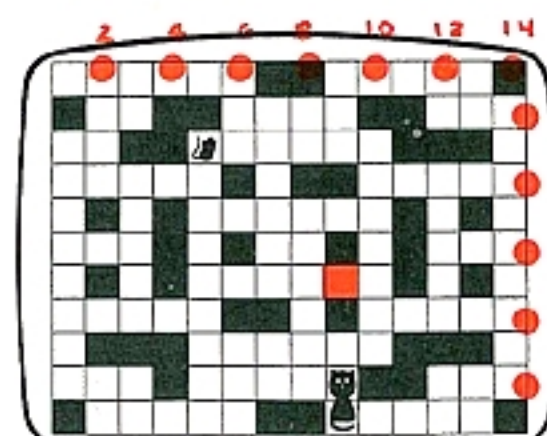


MOUSE HOUSE

B



C



D

SET UP

1. Player Number 1, the left player, is the CAT. Player Number 2, the right player, is the MOUSE.
2. The blue square in the lower right hand corner is the "Mouse House." The other blue squares represent walls and furniture.

PLAY

Play begins when one player counts aloud to three.

(**Illust. B.**) The MOUSE must get to his house without being caught by the CAT. The CAT, on the other hand, tries to catch the MOUSE as quickly as he can. Neither the CAT nor the MOUSE may enter the blue squares. If either player crosses a blue square, he must return immediately to his starting position (CAT or MOUSE figure) before continuing the chase.

The MOUSE light will be extinguished if caught by the CAT. Play is then stopped.

SCORING

(**Illust. C.**) At the point of interception where the CAT extinguishes the MOUSE, the points accumulated by the MOUSE for the run are marked down on a sheet of paper. Every square has a point value, which is arrived at by adding the numbers in the vertical and horizontal columns as shown: The CAT player in the illustration has extinguished the MOUSE in a square with a point value of 19. (Top row 11, Side column 8). The MOUSE then receives 19 points for that run. The MOUSE scores 30 points if he successfully reaches the MOUSE HOUSE.

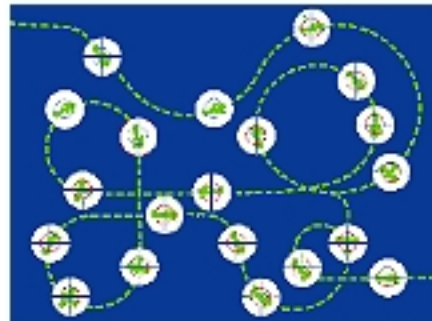
The MOUSE gets 3 runs to a "Set." Then the players exchange controls, and the opponent becomes the MOUSE. The player with the *most total points* in his 3 runs as the MOUSE is the winner.

GAME VARIATION

(**Illust. D.**) Remove all the odd numbers from the Game Overlay. Play is as before, except if the MOUSE is caught in an unnumbered square, his score is zero for that run.

DOGFIGHT!

... The Red Baron knows all the tricks. You've got to be good to knock him out of the skies!



GAME OVERLAY

PLAY

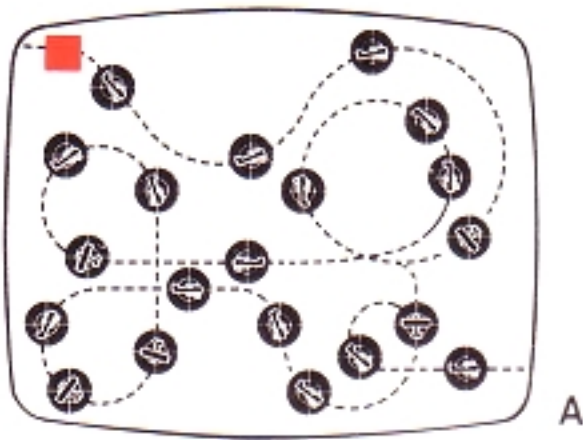
Player 1, the left player, is the World War I Air Ace who blasts planes with his Electronic Rifle. Player 2, the right player, is the wily Red Baron.

(**Illust. A**) The RED BARON positions his Light at the start of his run. He must follow the dotted flight lines (**Illust. B, C**). If he goes off course, it counts as a hit for the World One Air Ace.

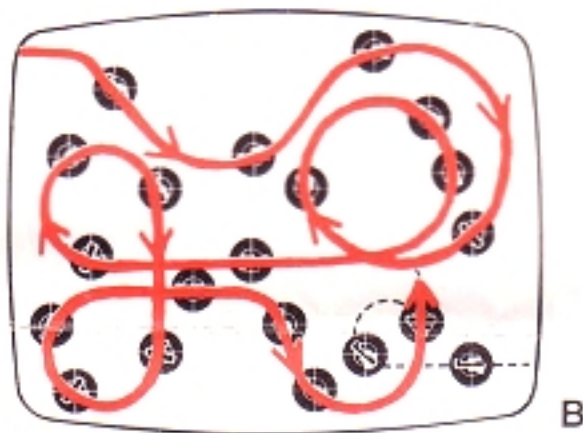
As the RED BARON flies through the dotted line flight course, the World War I Air Ace fires at him. A hit can only be scored when the Target Light is seen through the gun sight circles (**Illust. D**).

When Player 1 has finished his flight, the two players trade roles.

The winner is the player who scores the most hits after three flights.

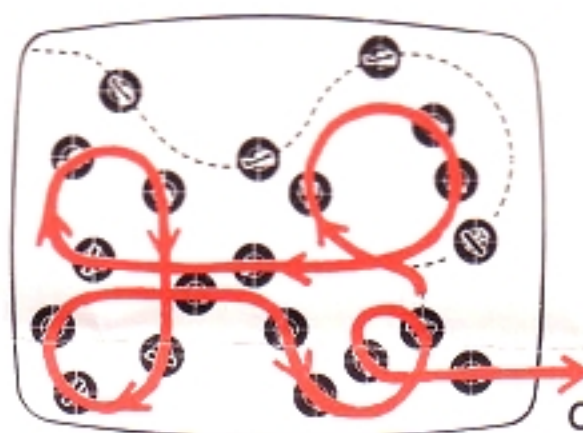


A



B

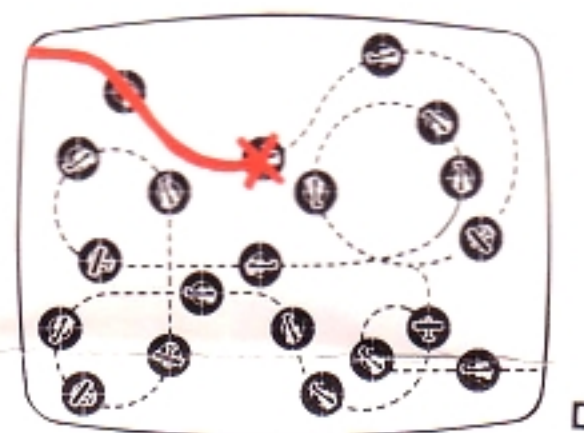
PLAYER 2 FOLLOWS THE COURSE AND ...



C

REPEATS THE 3 LOOP SECTIONS BEFORE MAKING FINAL 4TH LOOP WHICH CARRIES HIM OFF

SCREEN TO END FLIGHT.



D

PLAYER 2 HAS BEEN EXTINGUISHED BY A DIRECT HIT!

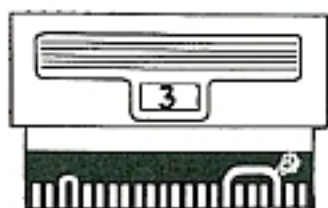
ODYSSEY™

...a total play and learning experience for all ages...
from Magnavox — an innovative leader in quality electronics for over sixty years.

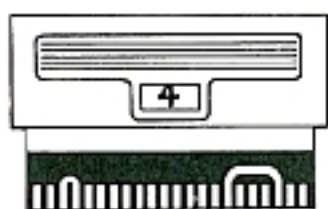
FOOTBALL

...all the pro action! Play your strategy! Pass!
Run! Kick! Touchdown!

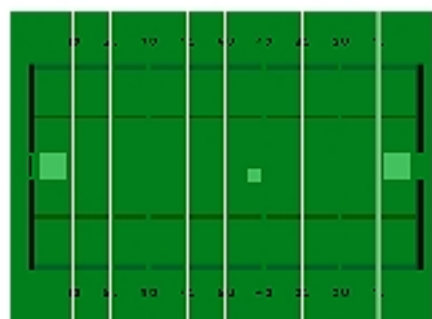
GAME AIDS



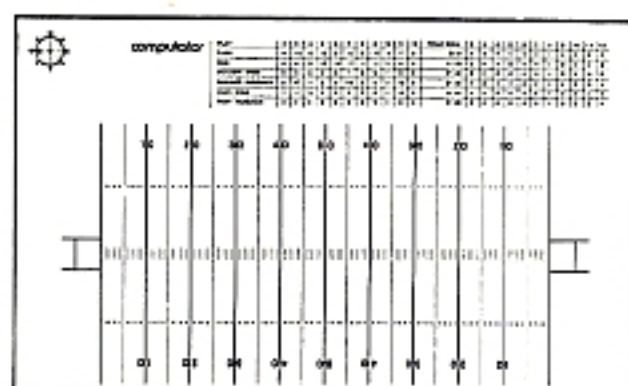
GAME CARD #3
(For Passing and
Kicking Plays)



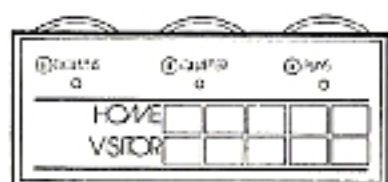
GAME CARD #4
(For Running Plays)



GAME OVERLAY



GAME
BOARD
FIELD



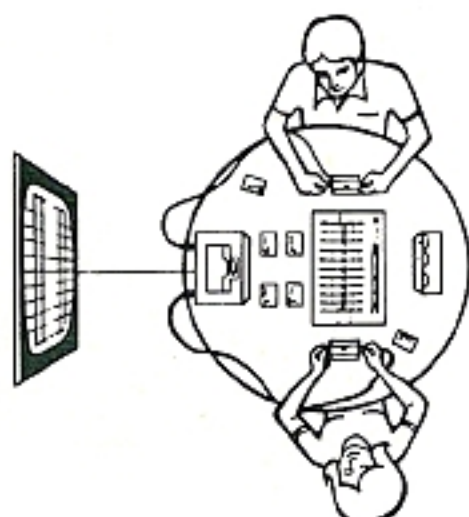
ODYSSEY STADIUM
SCOREBOARD



FOOTBALL TOKEN



YARDAGE MARKER



SET UP

1. The Speed Control can be adjusted to match the skill of the players.



"PASS" DECK (20 CARDS)



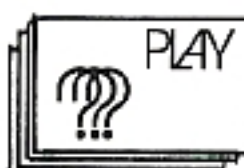
"RUN" DECK (20 CARDS)



"KICK OFF" DECK
(10 CARDS)



"PUNT" DECK (10 CARDS)



TWO "PLAY" DECKS:
3 CARDS TO EACH DECK
CONTAINING ...



- 1 PASS CARD
- 1 RUN CARD
- 1 PUNT CARD

A QUICK REVIEW OF FOOTBALL FUNDAMENTALS

The ball is kicked from the KICKER'S 40 yard line. When a member of the OFFENSIVE team gets possession of the ball, he runs it back. The ball is "downed" at the point where the carrier's forward motion is stopped.

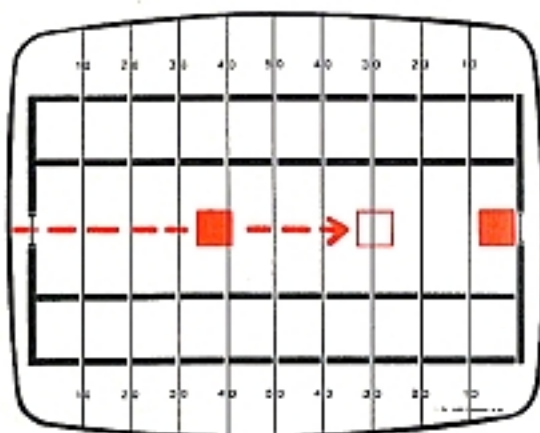
The OFFENSIVE team gains yardage by passing, running, kicking and by penalties against the DEFENSE.

The OFFENSIVE team loses the ball if they fail to advance 10 yards in 4 downs, on a fumble which the DEFENSE recovers, on a pass interception and when a touchdown is scored.

SCORING:

Touchdown:	6 Points
Kick after T.D.:	1 Point
Field Goal:	3 Points
Safety:*	2 Points

*(When the ball is downed behind the OFFENSIVE team's goal on a running play, the DEFENSIVE team scores and is also the RECEIVER of the next kickoff.)

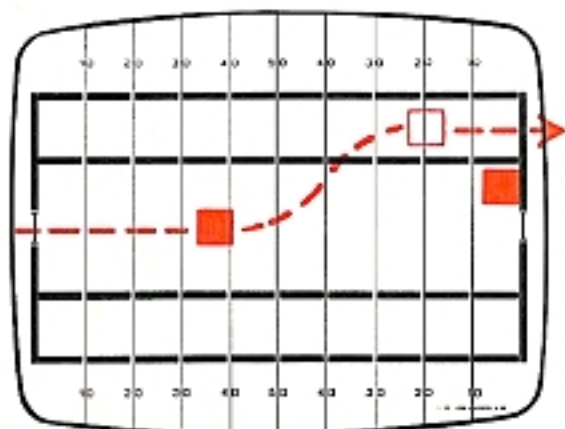


A



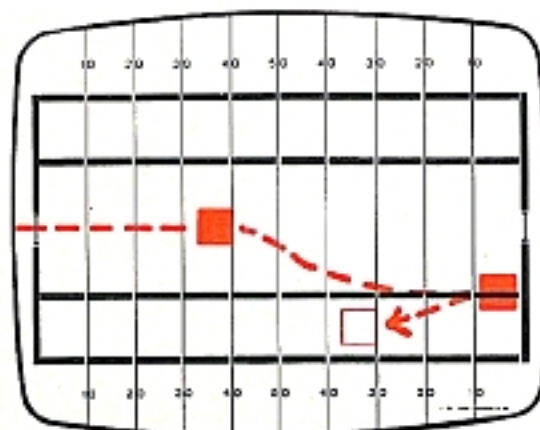
OUT OF BOUNDS

B



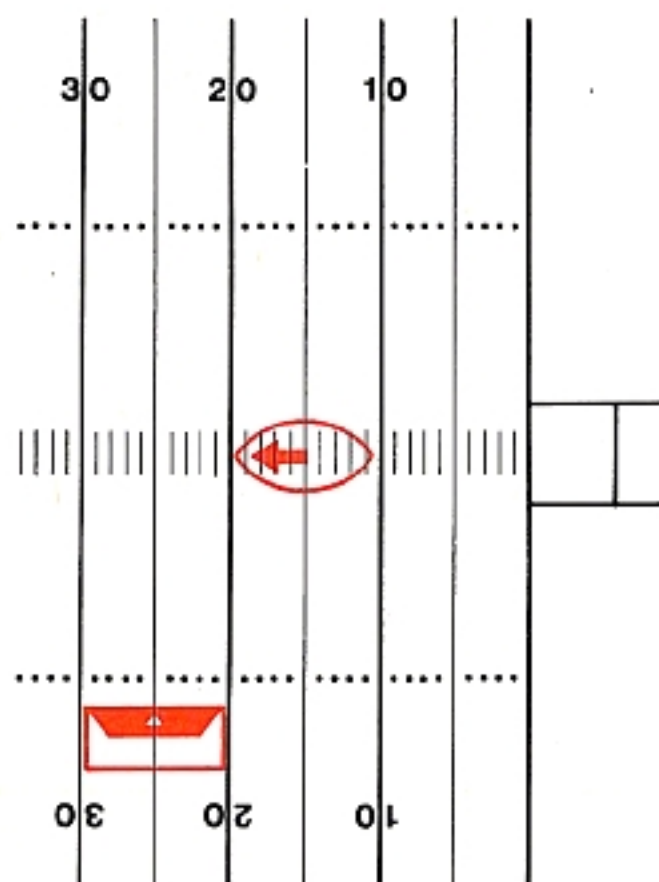
AUTOMATIC TOUCHBACK

C



RECEIVER IS ENTITLED
TO RUNBACK

D



E

FOOTBALL TOKEN IS ON 20 YD.
LINE. YARDAGE MARKER
SHOWS YDS. NEEDED IN ORDER
TO GAIN A "1ST DOWN."

PLAY

The players flip a coin. The winner of the toss may:

- A. Elect to kick or receive. Or—
- B. Choose the goal he wishes to defend.

The opponent elects the remaining option.

THE KICKOFF!

(**Illust. A**). The team kicking off is positioned on its 40 yard line. The RECEIVER is positioned between the 0 and 10 yard lines.

Each player turns his ENGLISH Control to the upright center position. The ball must be on the OFFENSIVE player's side of the field (use the Reset Button).

The ball is kicked when the OFFENSIVE player presses his Reset Button. He uses his ENGLISH Control to maneuver the ball past the RECEIVER. Using his VERTICAL Control only, the RECEIVER tries to catch the ball; the ball will bounce off the RECEIVER—thus signifying a "catch". However, the RECEIVER cannot move *until* the ball passes the KICKER'S 40 yard line.

(**Illust. B**). If the ball goes out of bounds (top or bottom of the screen), it is kicked again from five yards further back. (The ball is then kicked on the KICKER'S 35 yard line.)

(**Illust. C**). If the RECEIVER misses the ball and the kick goes into the end zone, it is an AUTOMATIC TOUCHBACK. The ball is then placed on the RECEIVER'S 20 yd. line and it's "FIRST AND TEN."

(**Illust. D**). If the RECEIVER catches the ball (the light bounces off of the player), the action on the overlay stops and play is continued on the Game Board. The RECEIVER is entitled to a "runback," but first, the KICKER picks a card from the top of the Kickoff Deck to determine the kick yardage.

WIND FACTOR:

The KICKER rolls the dice and determines the wind effect from the "computator" on the Game Board playing field (kickoff/wind). Find the dice total by reading the white numbers across (dice total), then reading down the Play Column, to find the "kickoff/wind" yardage—penalty or bonus. If the wind is *behind* the KICKER, the yardage is *added*—if kicking *into* the wind, it's *subtracted*. (The wind is always in a constant westerly direction, as indicated on the Game Board compass.)

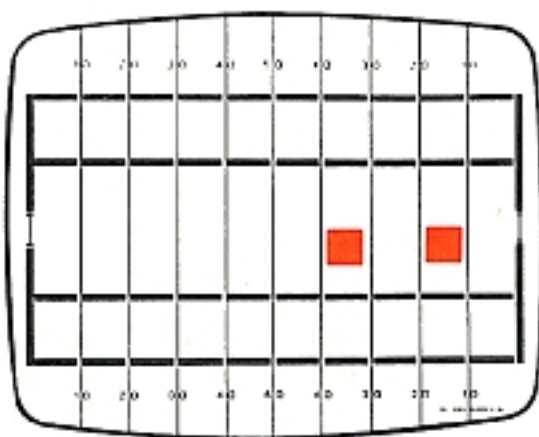
(**Illust. E**). The location of the ball is marked with the Football Token on the Game Board. The Score Board is maintained throughout the game (touchdowns, downs, quarter, etc.).

THE RUNBACK!

When the RECEIVER catches the ball, he rolls the dice and reads his yardage from the "kickoff runback" column of the computator. An "X" indicates a break-away run. (The runner rolls the dice again and multiplies the total by 5 to determine the yardage he gained.) The Football Token is then moved on the Game Board Field to indicate its new position.

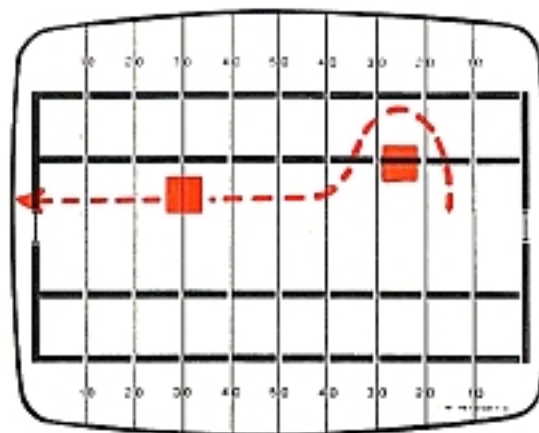
PLAY SELECTION!

After the token is moved to mark the ball's position, OFFENSIVE player decides on his next play. He places one of his three "play" cards face down on the table. The DEFENSE tries to outguess him and places one of his "play" cards face down. The players turn up their play cards simultaneously. If the DEFENSE has correctly guessed the OFFENSIVE strategy, it will have a profound effect on the outcome of the play! (This is explained on page 16)



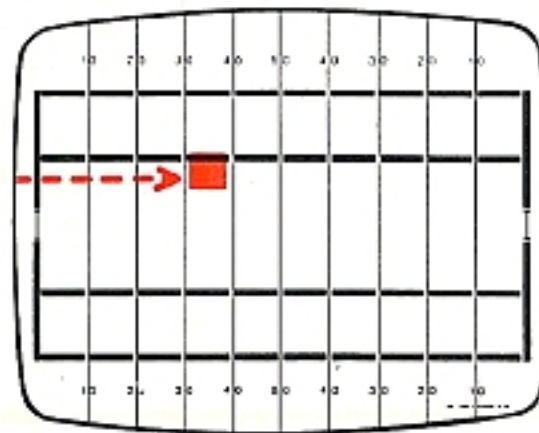
F

PLAYERS ARE IN FORMATION. OFFENSE IS ON 20 YD. LINE READY TO ACTIVATE "RUN" PLAY.



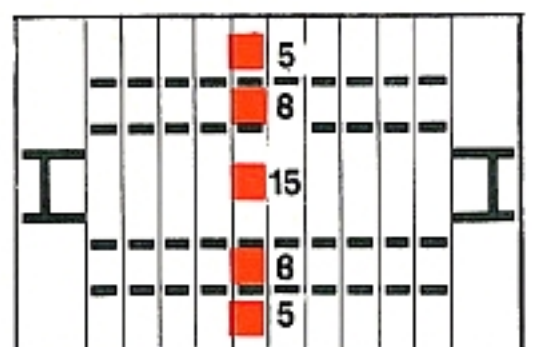
G

A SUCCESSFUL RUNNING PLAY



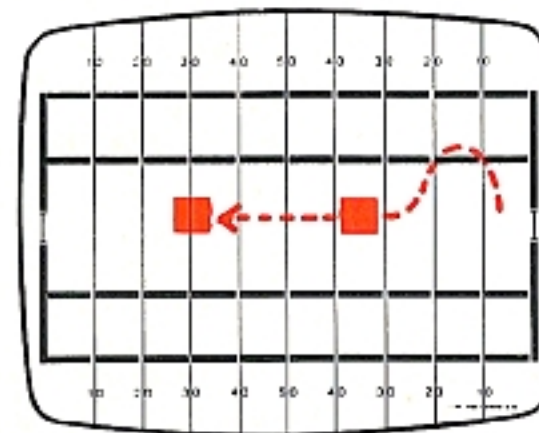
H

PLAYER HAS GAINED 15 YARDS BASED ON CARD SHOWN BELOW.



I

RUN CARD SHOWS YARDS GAINED ON SUCCESSFUL RUN PLAY.



J

OFFENSE IS CAUGHT IN UNSUCCESSFUL RUN PLAY.

ACTIVATING THE PLAY!

The OFFENSE puts the appropriate Game Card into the Master Control Unit. (Game Card #3 for passing, kicking or punting; Game Card #4 for running.) After each play has been noted on the Game Board, the OFFENSE positions his light on the overlay in the same place as the Football Token. The DEFENSE takes his position one light square away.

THE RUNNING PLAY! (Game Card #4)

(Illust. F.) The OFFENSE positions his player on the line of scrimmage. The DEFENSE positions himself one light square away, as illustrated.

Each player takes his hand off his HORIZONTAL Control and keeps it on the table, but may maneuver his VERTICAL Control as the signals are called.

The OFFENSE calls the signals—three to five 1 or 2 digit numbers (32! 64! 76! Hike!) on "hike," each player races his hand to his HORIZONTAL Control.

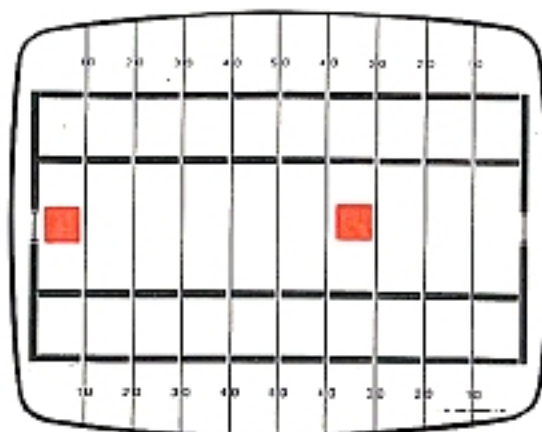
(Illust. G.) The OFFENSIVE player tries to maneuver the ball past his opponent. The OFFENSIVE player may not go off the top or the bottom of the screen, or he is out-of-bounds and suffers a five yard penalty.

If the OFFENSIVE player outmaneuvers his opponent and passes through the goal side of the screen, the play is *successful*. The OFFENSIVE player brings his player back "on" screen by using only his HORIZONTAL Control. (H). Play is stopped on the game overlay and resumes on the Game Board. The OFFENSIVE player then takes a card from the Run Deck to determine the yardage gained. (I). If his player is touching a HORIZONTAL line, he gets the greater yardage indicated on the Run Card. The football token is moved to indicate the gain.

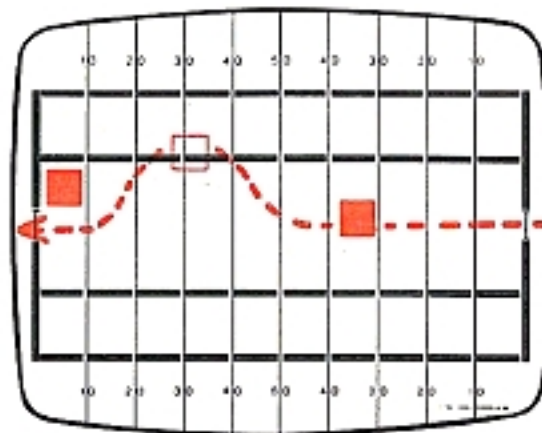
If a "breakaway" run card is picked, the OFFENSE rolls the dice and multiplies the number by 5 to determine the yardage gained.

If the OFFENSIVE player is unsuccessful in trying to outmaneuver his opponent, one of the players will vanish from the screen, thus signaling that body contact has been made. (Illust. J). Play is stopped on the game overlay. There is no yardage gained and if the DEFENSE did not guess the OFFENSE'S play, there is no penalty.

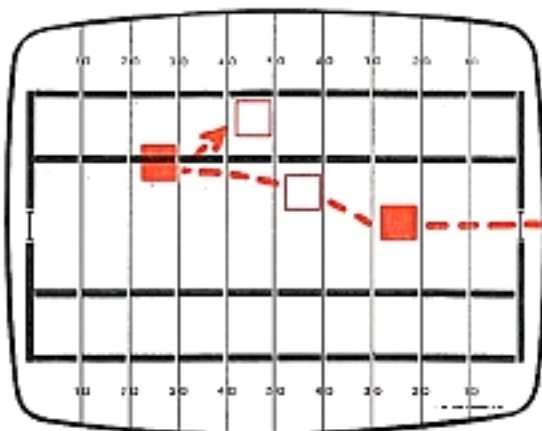
Important—however, IF the DEFENSE guessed the OFFENSE'S strategy, he rolls the dice to determine the penalty against the OFFENSE team. The results are read from the "run row" of the computator. The football token is moved to indicate the penalty. An "X" in the computator Run Row indicates a fumble with the DEFENSE recovering.



K
PLAYERS ARE IN FORMATION.
OFFENSE IS ON 35 YD. LINE
READY TO ACTIVATE "PASS"
PLAY IN THIS EXAMPLE.



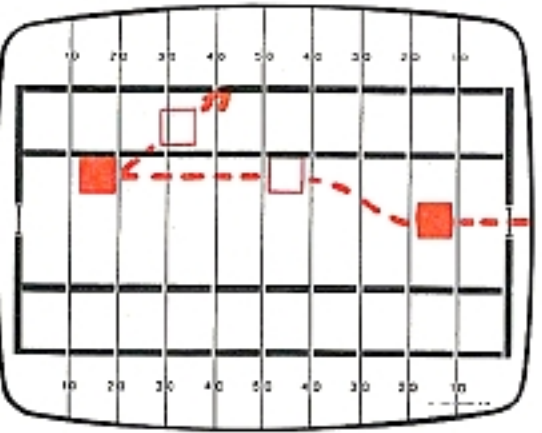
L
A SUCCESSFUL PASS PLAY.



M
AN UNSUCCESSFUL PASS PLAY.



N
A SUCCESSFUL PUNT.



O
UNSUCCESSFUL PUNT. RECEIVER
IS ENTITLED TO RUNBACK.

THE PASSING PLAY! (Game Card #3)

(**Illust. K**). The OFFENSE positions his team on the line of scrimmage. The DEFENSE drops back to the segment between 0 and 10 yards. The OFFENSE calls signals and, at "hike!" presses his RESET Button to throw the pass.

The OFFENSIVE player uses his ENGLISH Control to maneuver the ball past the DEFENSE. If the ball goes off the top or the bottom of the screen, the pass is incomplete. The OFFENSE begins the next down. The ball *MUST* go off the goal side of the screen to be a completed pass! (**Illust. L**).

If the pass is completed, the OFFENSIVE player picks from the Pass Deck to determine the yardage gained. If a "bomb" card is picked, the OFFENSE rolls the dice and multiplies by five to find the yardage gained. The football token is moved to indicate the gain.

If the ball bounces off the DEFENSIVE player, the pass is incomplete; (**Illust. M**) and if the DEFENSE *did not* guess the play, the pass is simply incomplete. *There is no penalty.*

However, IF the DEFENSE did guess the play, the DEFENSIVE player rolls the dice to determine the penalty against the OFFENSIVE team. He reads the result in the "pass row" of the computator. An "X" in the "pass row" indicates an interception. The Football Token is moved to indicate the penalty.

THE PUNT! (Game Card #3)

The OFFENSE is on the line of scrimmage. The DEFENSE is between the 0 and 10 yard lines.

The OFFENSE calls signals. At "hike!" he presses his RESET Button to make the punt. Using his ENGLISH Control, he tries to maneuver the ball past the RECEIVER. (**Illust. N**).

If the punt goes past the RECEIVER and off the screen, there is no runback. The KICKER then picks from the Punt Deck to determine the yardage. Then the dice are rolled and the wind effect is read from the computator (punt/wind)

If the punt is caught by the RECEIVER, he runs it back. (The ball will bounce off the RECEIVER, thus signifying a "catch.") (**Illust. O**). Play is stopped on the overlay and resumes on the Game Board.

The RECEIVER rolls the dice and reads the result in the "punt runback" row of the computator. An "X" in the "punt runback" row indicates a "breakaway." The RECEIVER again rolls the dice and multiplies the dice total by 5 to determine his total yardage gained. The Football Token is moved on the Game Board to indicate the new position.

THE FIELD GOAL:

A player can declare and try for a field goal if he is within the yardage range indicated on the computator chart (the DEFENSE'S 0 to 50 yd. line). He merely rolls the dice and reads from the correct yardage row to determine the results:

"+" is a successful field goal. The team gets 3 points and there is a new kickoff.

"0" is an unsuccessful field goal. The opposition takes over on their own 20 yard line.

PENALTIES:

Offsides: If a player crosses the line of scrimmage before the ball is ("hiked").
5 yards.

Illegal Procedure: If a player activates a play without using the correct game card. 5 yards.

GAME:

The game is divided into four quarters; each quarter has 20 plays. Players switch ball and field positions after each quarter. Reshuffle Pass, Run, Punt and Kick Decks at the start of each quarter.

THE CLOSING MINUTES!

During the last four plays of each half, if the OFFENSE is inside the DEFENSE'S 40 yard line, he can declare and throw a "bomb." He inserts Game Card #3 and follows the instructions outlined for the PASSING PLAY. If he is successful, he rolls the dice and multiplies by 5 to determine the yardage gained. If his attempt is unsuccessful, the ball is automatically intercepted and his opponent gets a breakaway runback and merely rolls the dice and multiplies by 5 to determine his yardage. In either case, the change in position is noted on the Game Board and play is resumed.

FUN ZOO

... youngsters will have fun at the zoo as they read the game cards and follow the paths to the correct animal's cage, or stop at the snack shop.
(For 2 or 3 players)



GAME CARD #2



GAME OVERLAY



FUN ZOO CARDS (28 CARDS)

RULES FOR THREE PLAYERS

SET UP

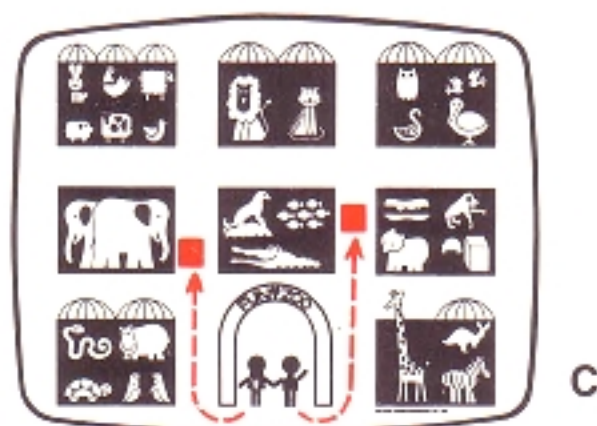
1. Players select either the BOY or GIRL figure at the main entrance of the FUN ZOO.
2. The FUN ZOO Cards are then shuffled and placed face down in front of the third player who is the ZOO KEEPER.

PLAY

The ZOO KEEPER draws the top card from the deck, and says (for example) GO SEE THE TIGER! (ILLUST. B) The players maneuver their lights to see who can reach the TIGER Cage first. The players must always use the paths through the zoo and not enter the other animal cages. (ILLUST. C) Players may take any PATH they think will be the fastest route to the animal. The first player to reach the TIGER'S Cage and light the TIGER wins the TIGER Card. If the ZOO KEEPER determines that there is a tie, the card is placed at the bottom of the deck.

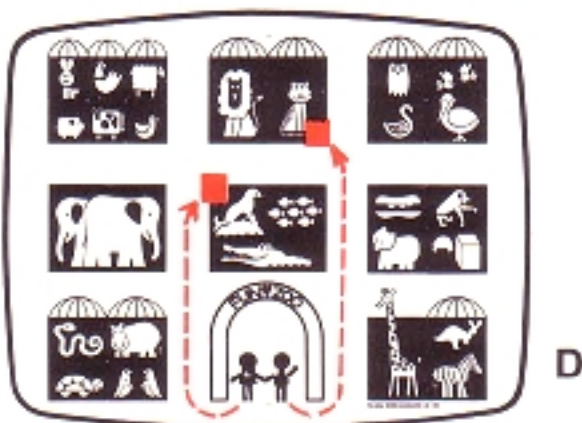


B



C

PLAYERS MUST FOLLOW THE PATHS BETWEEN THE CAGES.



D

PLAYER LOSES A CARD FOR STRAYING INTO A WRONG ANIMAL CAGE

If a player's light goes into any of the other animal cages on his way to the animal selected from the zoo deck (ILLUST. D, reverse side he loses a card, which is then placed at the bottom of the deck.) Play continues once the FUN ZOO Card has been awarded. Both players must place their light in the last cage announced before the ZOO KEEPER makes his next announcement. Play continues until all FUN ZOO Cards are awarded. The player who collects the most cards wins the game.

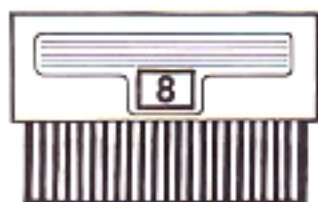
RULES FOR TWO PLAYERS

The FUN ZOO Cards are shuffled and placed face down between the two players. Player #1 will turn up the first card.

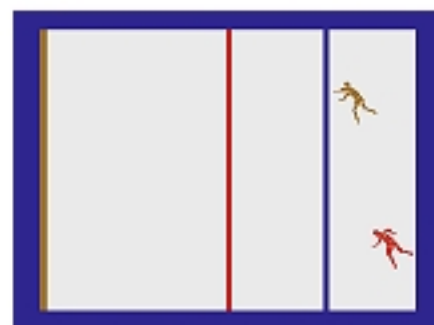
The two players then alternate turning up the cards. At the count of three, they race their lights for the animal's cage indicated by the card that has been turned over. The player who arrives first without straying into a wrong cage, wins that card. If there's a tie, the card is placed at the bottom of the deck. The player who collects the most cards, wins the game.

HANDBALL

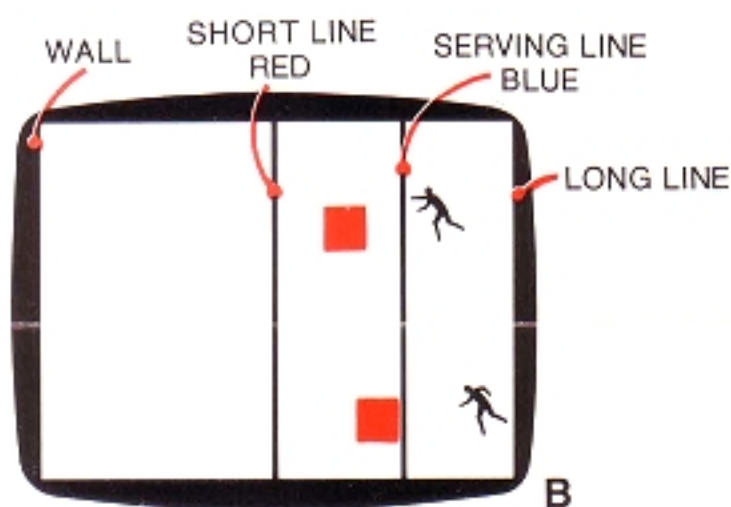
... the electronic version of handball that challenges your responses and reactions in a fast moving game.



GAME CARD #8



GAME OVERLAY



B

SET UP

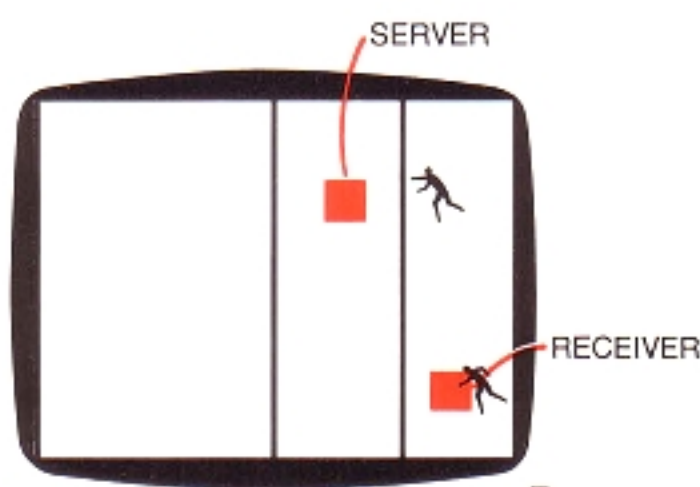
1. The Speed Control can be adjusted to match the skill of the players.

PREPARATION FOR PLAY

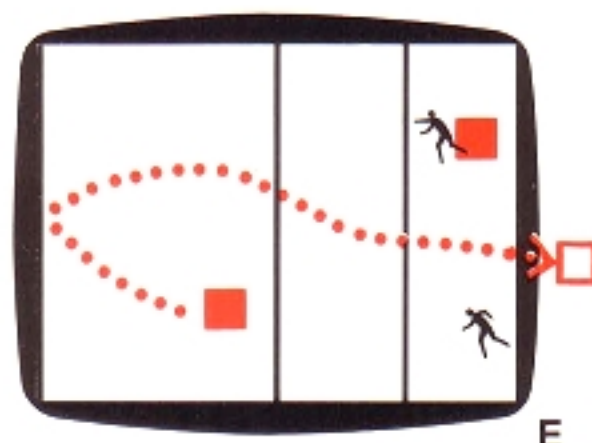
1. Both players use their HORIZONTAL and VERTICAL Controls to position themselves in the area between the RED and BLUE line as shown. (ILLUST. B)
2. Both players now set their ENGLISH Control to the upright center position.
3. Only the player using Player Control #1 (indicated on the back of the Master Control Unit) can SERVE (RESET) the ball during the game. The scoring section will explain when the two players exchange Player Control Units during the game.
4. The player using Player Control Unit #2 (indicated on the back of the Master Control Unit) will not be required to use his RESET Button at any time during a game unless the ball passes through or around the WALL (vertical white line).
5. Player #1 should press his RESET Button to bring the ball into play. The ball will enter the screen from the right side. Should the ball not appear, Player #2 should press his RESET to position the ball on the right side off the screen. Player #1 again presses his reset button. (ILLUST. C)
6. Both players should alternate hitting the ball back and forth against the WALL until they become accustomed to the action required.
7. Both players may now wish to use their ENGLISH Control in order to increase the difficulty for the OPPONENT after the ball has hit the wall. A greater challenge.



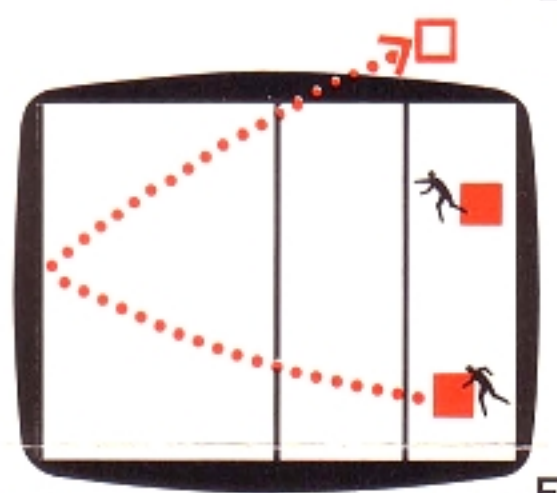
PLAYER HAS SERVED BALL AND BOUNCED IT OFF WALL.



PLAYERS POSITION FOR SERVE



E



F

PLAYER HAS SENT BALL OFF TOP OF SCREEN.

PLAY

Before play begins, the players should toss a coin to determine who will be the first SERVER. The SERVER must use the Player Control Unit #1. The SERVER positions himself between the BLUE (SERVING) Line and the RED (SHORT) Line as the RECEIVER positions himself between the BLUE (SERVING) Line and the LONG Line (right edge of the screen). These positions are assumed at the beginning of play and after each point is scored. (ILLUST. D)

The server presses his RESET Button to send the ball smashing into the wall. (The ENGLISH Control may be used.) When the ball bounces off the wall, the RECEIVER must return it by intercepting its flight and bouncing it back off the WALL. (The ENGLISH Control may be used.) The players MUST alternate hitting the ball. Once the SERVE is made, the players may move about the court to play the shots crossing whatever lines they desire. But, they must resume their starting positions each time a player serves.

When the ball is in play, each player controls the ball with his ENGLISH Control after he has hit it. He should attempt to maneuver the ball past his OPPONENT.

SCORING

If the SERVER maneuvers the ball past the RECEIVER and off the right edge of the screen (long line), he scores a point (ILLUST. E). If the RECEIVER maneuvers the ball past the SERVER, he does not score a point but does gain the right to SERVE. The Player Controls must be exchanged so that the new SERVER is operating Player Control #1.

Should a player hit his own shot, he loses the point (or serve) depending upon whether he is the RECEIVER or SERVER.

If the ball goes off the top or bottom of the screen, the player responsible loses the point (or serve) depending upon whether he is the RECEIVER or SERVER (ILLUST. F).

The first player to score 21 points wins.

GAME VARIATIONS

ZONING

The RECEIVER must stay behind the blue line at all times. The SERVER must stay between the blue line and red line.

SIMULATED DOUBLES

Players alternate hitting the ball from in back and in front of the red line.

EXAMPLE:

Player #1 hits from a point behind the red line.

Player #2 hits from a point behind the red line.

Player #1 hits from a point in front of the red line.

Player #2 hits from a point in front of the red line.

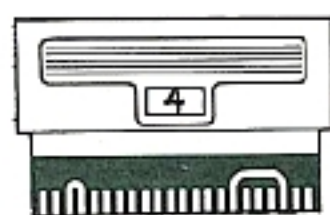
ODYSSEY™

...a total play and learning experience for all ages...

from Magnavox — an innovative leader in quality electronics for over sixty years.

HAUNTED HOUSE

...the detective gropes in the dark, gathering all the clues possible, as he works his way to the treasure on the top floor of the haunted house. Fun for all ages. (For 2 or more players.)



GAME CARD #4



GAME OVERLAY



30 CLUE CARDS



13 SECRET MESSAGE CARDS

SET UP

1. The left player, Player 1, is the DETECTIVE. The right player, Player 2, is the GHOST.

PLAY

While the DETECTIVE turns his head, the GHOST positions his light behind any of the clues, except the bat on the 3rd floor. The clues are the translucent objects in the house, other than windows. (Illust. B). The GHOST now makes his light disappear by taking the DETECTIVE's Player Control Unit and maneuvers the DETECTIVE's light toward the GHOST's light. When the two lights meet, the GHOST's light will extinguish. The GHOST is now hidden from view. The GHOST player then returns the DETECTIVE's light to the front door of the house as shown. (Illust. B). The GHOST now tells the DETECTIVE to turn around.

The DETECTIVE is now ready to enter the house as he reclaims his Player Control Unit. He must gather his clues in their proper order. (Illust. C). The GHOST who is holding the CLUE CARDS will guide the DETECTIVE in his search for all the clues by calling out each one the DETECTIVE is to light. The GHOST starts the DETECTIVE on his way by turning over CLUE CARD #1 and announces LANTERN. If the clue is lighted by the DETECTIVE, the GHOST lays that card face up in front of the DETECTIVE. CLUE CARD #2 is turned over and announced by the GHOST. Play continues with the GHOST announcing each clue position the DETECTIVE must light.

Should the DETECTIVE light a clue out of sequence, it is considered sloppy police work and he does not collect any of the clues he passed by. The DETECTIVE's search continues from the clue just lit.

If the DETECTIVE reveals his whereabouts at a window by lighting it, he must return to his last clue position and give back that Clue Card to the GHOST. (Illust. D).

When the DETECTIVE approaches the clue just before the GHOST's hiding place, the GHOST reveals himself by pressing his RESET Button, and says "Boo!" (The GHOST must remain in his hiding place until the DETECTIVE has completed his search for all clues.)

The DETECTIVE must be very careful not to get too close to the GHOST ... or the GHOST will disappear and, as a penalty, the GHOST takes half of the Clue Cards the DETECTIVE has won. The CLUE CARDS returned to the GHOST, must always be the lowest numbered cards. The DETECTIVE must elude the GHOST by going around him. (Illust. E).



GHOST HIDES IN A CLUE AND DISAPPEARS

BASEMENT

B



C



D



E

DETECTIVE MUST GO AROUND GHOST WHO REVEALS HIMSELF IN THIS EXAMPLE (IN CHANDELIER.)

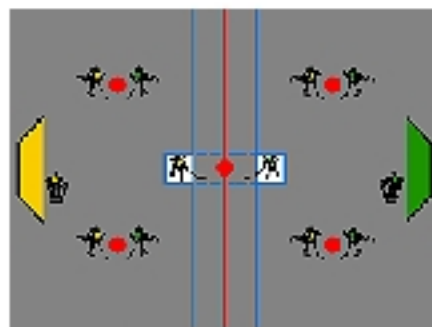
SECRET MESSAGES

The DETECTIVE takes a *secret message card* when he reaches the mysterious letter on the desk on the 3rd floor. He must follow the instructions written on the card. If he is instructed to a previous clue position, he returns to that position, and play continues, with the DETECTIVE relighting the clues in the same sequence as before. (He now has the opportunity to win previously missed clues.) If the clue position is one in which the GHOST is hiding, the DETECTIVE forfeits half of his Clue Cards. (Always counting from the haunted house entrance.)

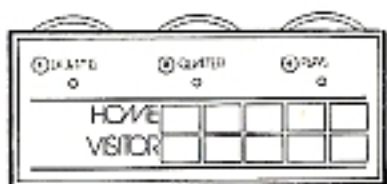
When the DETECTIVE reaches the Treasure, he counts his Clue Cards. It is now the next player's turn to be the DETECTIVE. Play begins as before. Write down your score so you do not forget it.

The player that collects the most CLUE CARDS during his turn, is the best DETECTIVE.

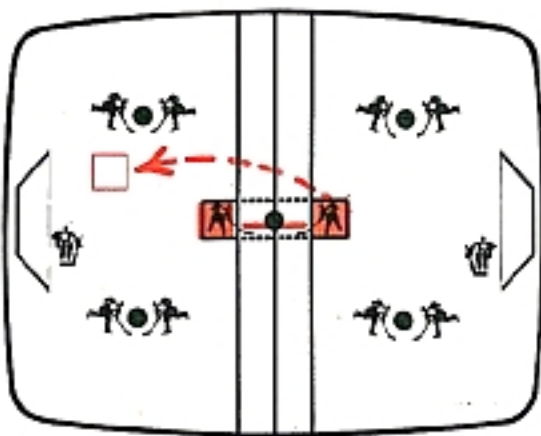
HOCKEY... go for the cup in Odyssey Stadium as you face-off, maneuver the puck and dig for the net!



GAME OVERLAY



ODYSSEY STADIUM
SCOREBOARD



B

SET UP

1. The Speed Control can be adjusted to match the skill of the players.
2. Press the Reset Button to activate the "PUCK." It should move back and forth between the centers. Some slight ENGLISH adjustment may be necessary to accomplish this. Gradually increase the speed of the puck as you become more proficient in playing HOCKEY.

PLAY

Play begins with a Face-Off at center ice.

FACE-OFF: Both players start with their hands off the controls and placed on the table, floor or lap.

On the count of three, race your hands to your Player Control Unit and use your ENGLISH control to try to drive the "PUCK" past your opponent. (Illustr. B). (Players alternate counting for each FACE-OFF.)

SHOT ON GOAL: (Illustr. C and D). The offense must cross the red line, into his opponent's territory, *before* making a SHOT ON GOAL that will count, otherwise, the goal does not count. A new Face-Off is made from center ice. Also, after each GOAL is made, there is a new center Face-Off.

ICING: (Illustr. E). If the PUCK crosses the red line and goes off the goal edge of the screen without entering the net, the PUCK is ICED and a Face-Off is held on the wing of the offensive player's ice.

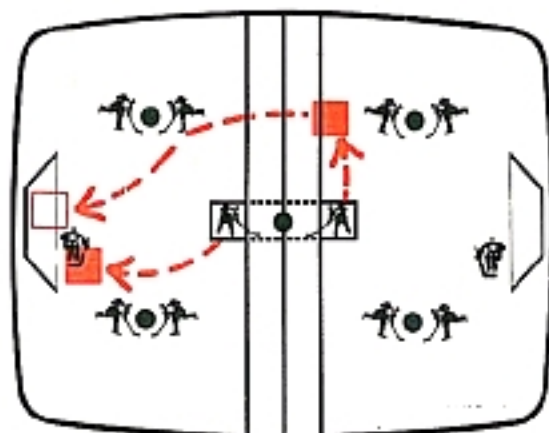
(Illustr. F). If the PUCK goes past the net, and if the Offensive player made the shot while on the Defender's ice, the Face-Off is held on the Face-Off Circle closest to the side where PUCK went off.

OFFSIDE: (Illustr. G). If the "PUCK" goes off the top or the bottom of the playing surface and does *not* return to the rink before reaching the goal edge of the screen, it is considered OFFSIDE. The Face-Off is held in the Face-Off circle nearest the point where the Puck went out of play.



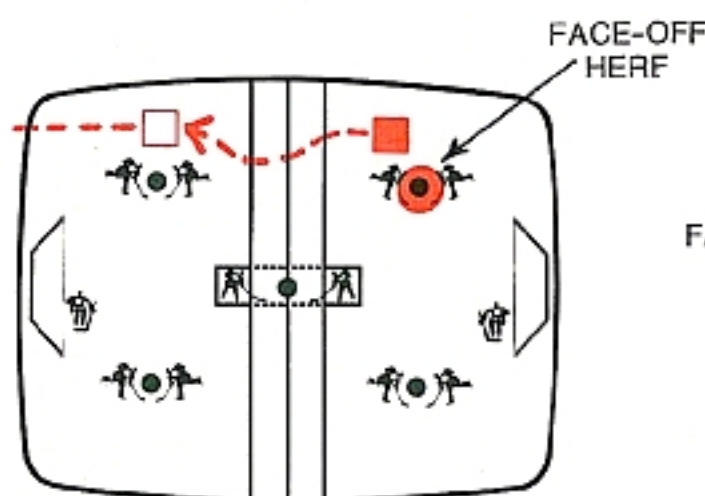
GOAL COUNTS

C

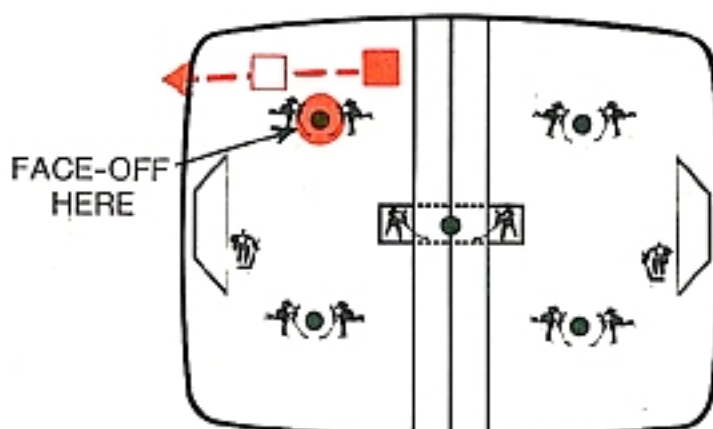


GOAL DOES NOT COUNT.
PLAYERS MUST "FACE-OFF"

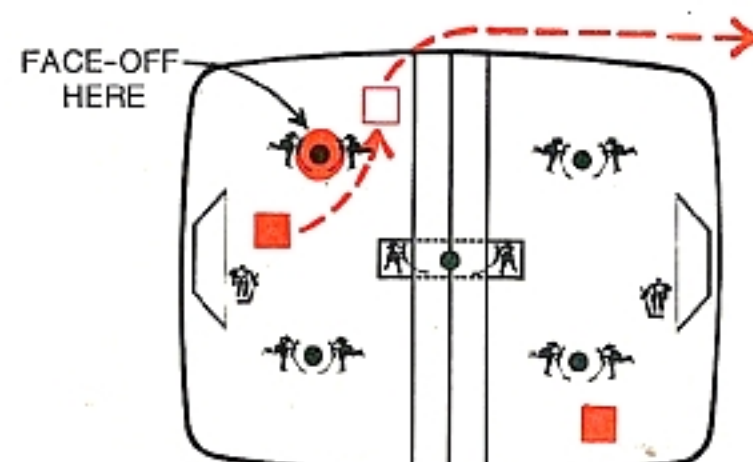
D



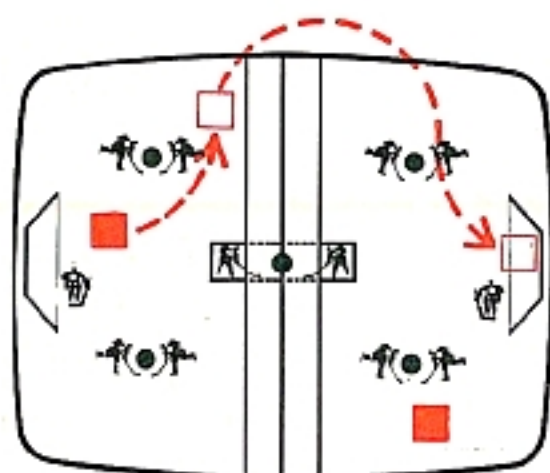
E



F

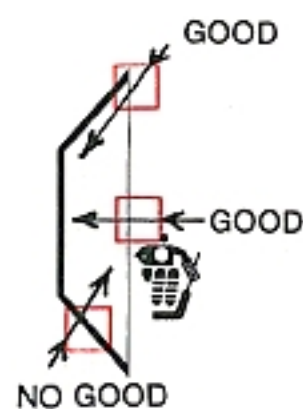


G

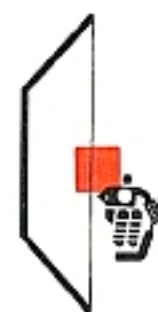


GOOD OFF THE BOARD PASS

H



I



J

GOALIE HAS ENTERED
HIS OWN NET - FOUL!

OFF THE BOARD PASS: (Illust. H). If the "PUCK" goes off the top or the bottom of the playing surface and *does* return to the rink before reaching the goal edge of the screen, it is considered a good Off The Board's Pass.

GOALS: (Illust. I). The colored nets of the goal must be lighted to score a goal. The puck may not enter the goal through the black line. The score is 1 point for each goal. In order for a goal to be considered legal, the PUCK must enter the net in one of the ways illustrated.

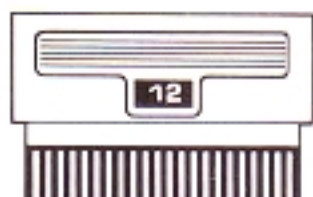
PENALTY: (Illust. J). If the Goalie enters his own colored net area while defending his Goal, it is a FOUL. The offending Goalie must then use only one hand on his Player Control for the next two plays.

THE GAME: The GAME consists of three PERIODS. Each PERIOD is limited to 20 plays. A new play is considered to be started each time the RESET button is pressed. Use the Scoreboard to keep track of the plays.

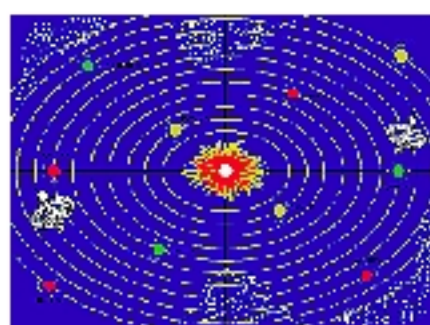
ODYSSEY™

...a total play and learning experience for all ages...
from Magnavox—an innovative leader in quality electronics for over sixty years.

INTERPLANETARY VOYAGE . . . Be a space pilot, blasting through the solar system on dangerous and exciting missions, or combine your skill and knowledge and earn a degree in Cosmology at the University of the Solar System. (for 2 to 4 players)



Game Card No. 12



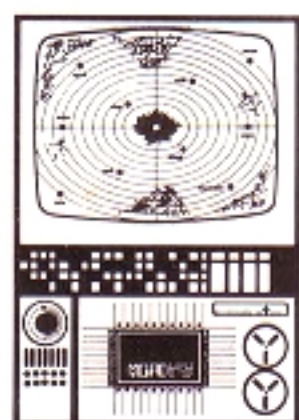
Interplanetary
Voyage Overlay



Mission Card Deck
(40 cards)



Knowledge Card Deck
(72 cards)



Data Screen/MOAD
Game Board



Spaceship Tokens (4)



Chips



PLAYER SPOT NO. 2

A

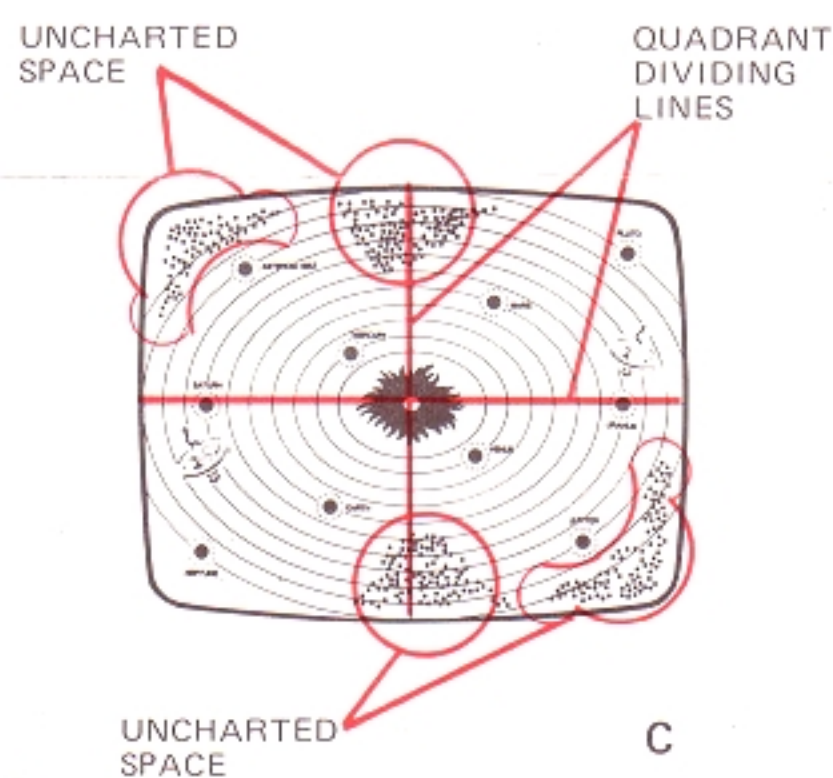
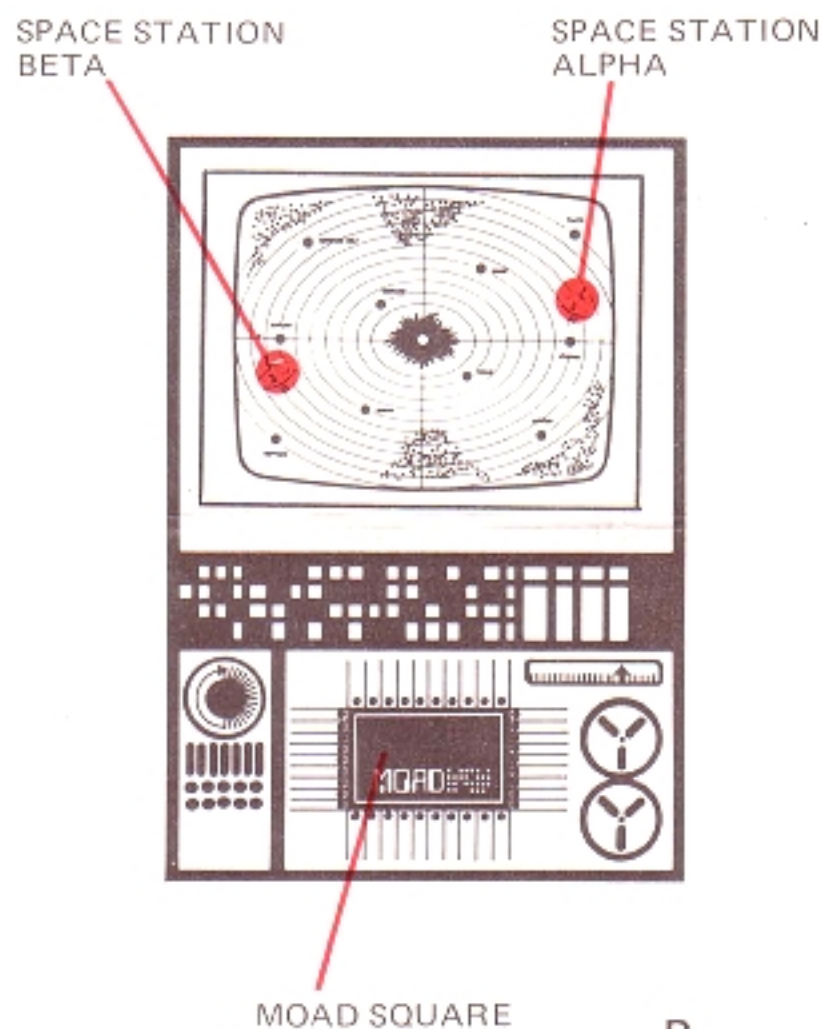
Set Up

1. Press a reset button.
2. Each player should pick a spaceship token at random. The color of token determines the order of play: black-first, yellow-second, blue-third, and green-fourth.

Flying the Spaceship

The Spaceship, Player Spot No. 2, is controlled by the Horizontal and Vertical Controls of Player Control Unit No. 2. You will notice that the movement of this spot lags behind the movement of the controls and that the spot will continue to float after the controls are stopped. Therefore, "flipping" the controls will cause the spaceship to fire its rockets and move through the Solar System. How far the spaceship travels depends on how far you flip the controls.

Flipping the Vertical Control will, of course, cause the spaceship to move up or down, flipping the Horizontal Control will cause your spaceship to move sideways and



flipping both at the same time will cause the spaceship to move at an angle.

To fire the rockets while playing a game, place one hand on the Vertical Control and one hand on the Horizontal Control. Flip either one or both of the controls and immediately remove both of your hands. This is considered one blast of the rockets.

Interplanetary Voyage

The object of Interplanetary Voyage is to complete the missions called for on the Mission Cards and thereby accumulate enough Mission Cards to win. In a two player game - 15 cards are required, for three players - 12 cards, and for four players - 8 cards. However, all the players must have an equal number of turns. Therefore, additional rounds must be played to break any ties that exist at the end of the round in which a player first reaches the goal.

Set Up - Interplanetary Voyage

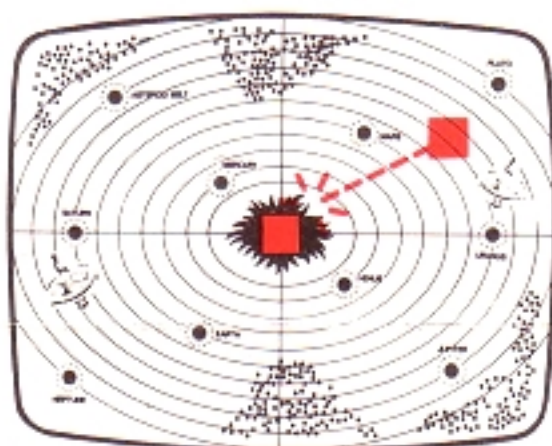
1. Place the Game Board convenient to all of the players, and place the black and the blue spaceships on "Space Station Alpha" and the yellow and green on "Space Station Beta" in the "Data Screen" portion of the Game Board. (Illustration B)
2. Shuffle the Mission Cards and place them face down on the "MOAD" square of the Game Board.
3. Give each player 8 chips. These will be used to buy power for "Force Fields" and to pay for penalties.

Play - Interplanetary Voyage

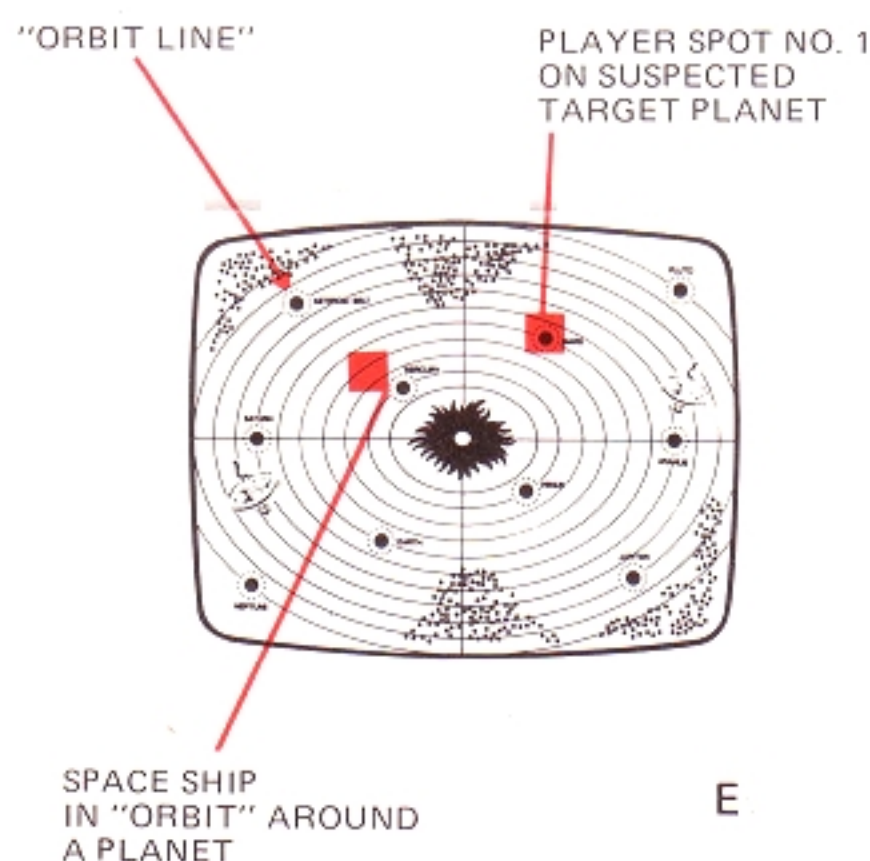
The players take their turns in the sequence established by the color of their tokens. A player draws the top card from the Mission Card deck, reads it to himself, and then lays the card face down. He then takes Player Control Unit No. 2 and moves the spaceship to the location shown by the placement of his token on the Game Board. The player has 3 rocket blasts to use during his turn to complete his mission subject to the following rules:

A. If the target planet is in the same quadrant as the spaceship when the mission is started, the spaceship must then pass through the other three quadrants before the mission can be completed. (Uranus and Saturn are in two quadrants) (Illustration C).

B. If the spaceship passes too close to the sun, it will contact Player Spot No. 1 and will disappear. When this happens, the player must lay a completed Mission Card face up on a discard pile next to the Mission Card deck.



D



E

If he has no completed cards, then he must forfeit two Power Chips. He then presses his Reset Button and returns the spaceship to his home base. If he was able to pay the penalty, he may RESTART his mission and use any remaining rocket blasts he has left. (Illustration D). C. If the spaceship lights any of the stars in the Uncharted Space regions or completely leaves the overlay, he must spend one of his Power Chips for a navigation beacon before he can fire his rockets again. If he has no chips, his turn is over. (Illustration C)

D. The mission is completed when the target planet is completely lit. The player then turns the card face up to show he has completed his mission. If the top card of the discard pile is a mission to the same planet, the player may also claim that card. The player may then draw a new Mission Card and, if he has any rocket blasts left, start the new mission.

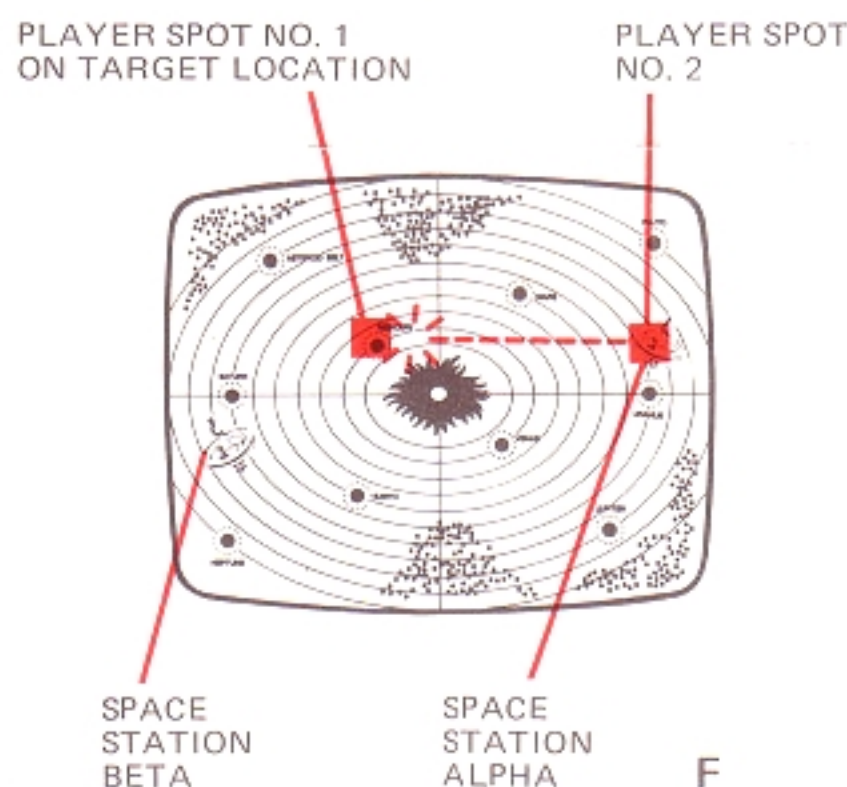
E. After a player has fired his rockets twice, another player may, if he wishes, spend a Power Chip and erect a "Force Field" around what he believes is the target planet. This is done by moving the Player No. 1 spot from the Sun to that planet and centering the spot on the planet. Then, if the spaceship approaches too closely, it will be extinguished and the player who erected the force field will receive a completed Mission Card from the player piloting the spaceship, or two Power Chips if he has no completed cards. The spaceship pilot must then return the spaceship to home base to Restart his mission and his turn is over. However, if the spaceship is lighting the dashed "Orbit" around a planet, it is considered to be orbiting that planet and a force field may not be erected. The player with the next turn always has the first chance to erect the force field. (Illustration E).

F. When a player's turn is over, he must mark his location on the "Data Screen" area of the game board (he will start his next turn from that location), be sure Player Spot No. 1 is on the Sun, and turn Player Control Unit No. 2 over to the next player.

G. If at any time a player is unable to forfeit cards or chips when a penalty is called for, the player's turn is over as soon as that penalty occurs, and he must start his next turn from his home base and RESTART his mission.

UNIVERSITY OF THE SOLAR SYSTEM

... the object of University of the Solar System is to combine your skill as a space pilot and your knowledge of solar system to earn first a Bachelor of Science degree in Cosmology, then a Masters Degree, and finally a PhD Degree in Cosmology. The first player to earn his PhD is the winner.



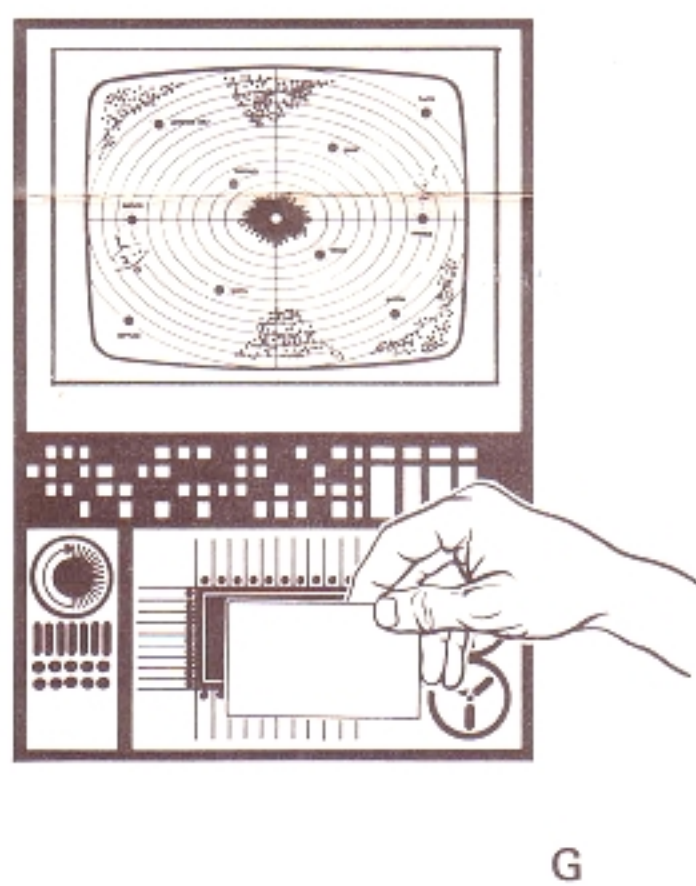
Play - University of the Solar System

The players take their turns in the sequence established by the color of their tokens. A player takes the top card of the Knowledge Deck and reads the card aloud. He then places his spaceship token on the "Data Screen" on the body in the Solar System that answers the question or fits the statement. If any of the other players think that the wrong solar system body has been selected, they may place their token on the one they believe is correct. The player with the next turn always has the first chance to place his token and only one token can be placed on any one location.

Another player then takes Player Control Unit No. 1 and moves Player Spot No. 1 to cover that body on the Overlay. Then the first player takes Player Control Unit No. 2 and has two rocket blasts to try to cause the spaceship to extinguish by striking Player Spot No. 1. The black and blue players always start their turns from Space Station Alpha, and the yellow and green from Space Station Beta. (Illustration F)

If the player is successful, he then lays the card face up on the "MOAD Computer" square of the Game Board. The arrow on the card will then point to the correct answer. (Illustration G)

The player whose token is on the correct location then wins that card and a card from all of the players with a token on an incorrect location. If they have no cards, they lose their next turn. If no one won the card, it is placed on a discard pile and no other penalties are paid. If a player wins a card with his first rocket blast, he draws another card and uses his remaining blast to try to win that card, but if he lost a card or his next turn, his turn is over. If the player still has an unanswered card in his possession when his turn ends, he will try for that card again on his next turn. When a player's turn is over, all of the players remove their tokens from the "Data Screen" and the next player begins his turn following the procedures outlined above.



Bachelor of Science Degree

When a player has six correctly answered cards in his possession, he has completed his Bachelors Degree and must try for a Masters Degree.

Master of Science Degree

A player may try for his Masters Degree only while he has six correctly answered cards in his possession. The player may, at his option, attempt to answer two questions on his turn with four rocket blasts. If he wishes to exercise this option, at the beginning of his turn he announces, "I am taking an accelerated course." Then he draws an additional card and decides which question he will answer first. If he wins the first card, he then uses his remaining blasts to try for the second card. However, if he incorrectly answers either question, he must give a player whose token was correctly placed two correctly answered cards along with the card missed. If no other player had the correct location, the player attempting the question places that card and one of his own cards on the discard pile.

The players turn ends when he has used his four rocket blasts, or when he has won two cards, or when he has missed a question. If a player ends his turn with two questions still unanswered, he must try for both of them on his next turn.

When a player has twelve correctly answered cards in his possession, he has earned his Master of Science Degree in Cosmology and must try for his PHD.

PhD Degree

A player may try for his PhD only while he has twelve correctly answered cards in his possession. A player trying for his PhD must always attempt two questions on his turn. He will use the procedure described under "Masters Degree" for answering two questions on one turn.

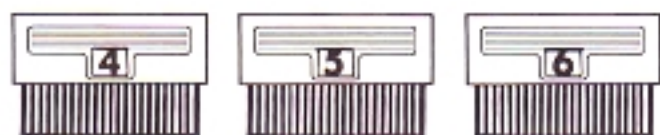
When a player has eighteen correctly answered cards in his possession, he has earned his PhD in Cosmology and has won the game.

General Rules

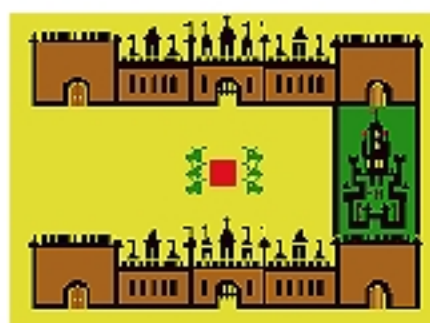
- A. If the Knowledge Deck is used up, shuffle the discard pile and start a new Knowledge Deck.
- B. There is no penalty if the spaceship light leaves the screen.
- C. Any route may be taken to extinguish the spaceship light as long as a legal "Rocket Blast" is used.

INVASION

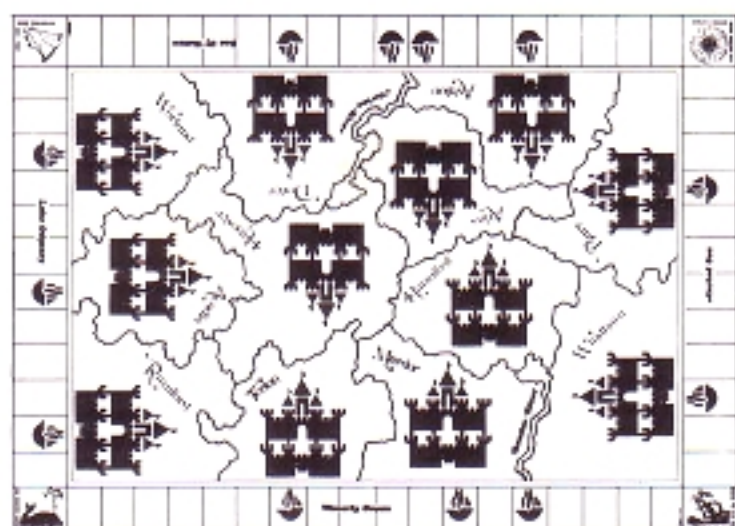
TRY TO CAPTURE ALL OPPOSING ENEMY CASTLES. YOU LAUNCH YOUR ASSAULT BY LAND OR SEA, BUT MUST STRATEGICALLY PROTECT YOUR CASTLES DURING THE BATTLE.



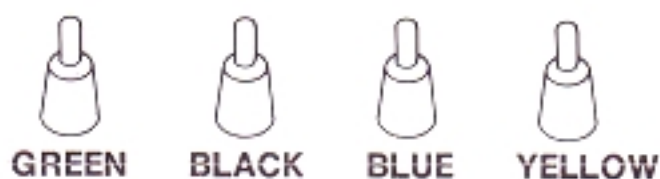
GAME CARDS NO. 4, 5 and 6



GAME OVERLAY



INVASION GAME BOARD



300 ARMY TOKENS



4 SHIP
TOKENS



DICE



40 TREASURE
LOOT CARDS

PREPARATION FOR PLAY

THE INVASION GAME BOARD is placed between the players. The board is divided into 12 countries, with a castle situated in each country. Each country is initially defended by six Army Tokens.

The player selects one of the four colored Army Tokens either green, black, blue or yellow.

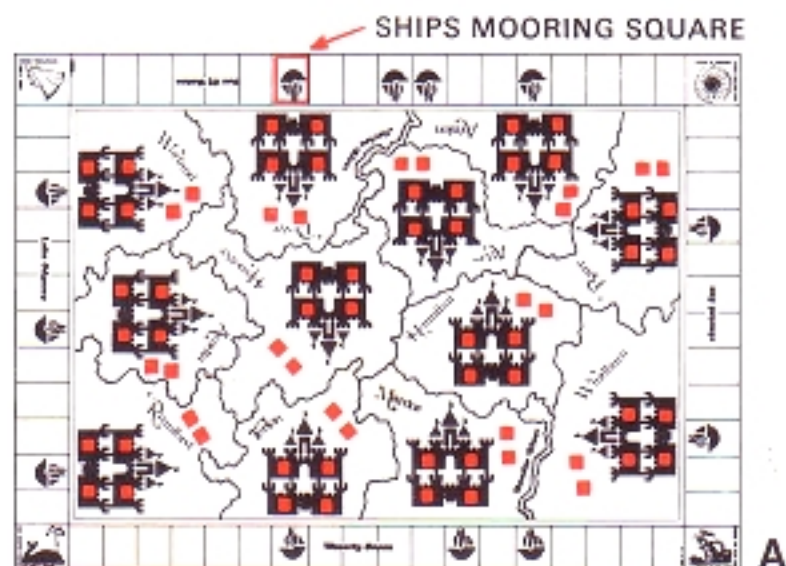
In a two player game, each player receives 36 of his Army Tokens and selects any 6 countries. If there are three players, each receives 24 of his Army Tokens and selects any 4 countries. Four players would receive 18 of their Army Tokens and select any 3 countries on the INVASION GAME BOARD. Players alternate selecting countries one at a time.

SET UP

1. On the INVASION GAME BOARD, each player places four of his Army Tokens in each of his castles (one in each of the four corners). Two more Army Tokens are placed outside the castles walls. (Illust. A).

REINFORCEMENT ARMIES

A player receives a minimum of 3 reinforcement Army Tokens at the beginning of each turn. The reinforcement Army Tokens may be placed in any of the countries the player owns. In addition to the 3 Army Tokens, a player may earn 5 Bonus Army Tokens per turn for every castle he holds beyond the number he held at the beginning of the game. To aid you in calculating the total number of reinforcement Army Tokens due each player at the beginning of his turn, a chart is provided. Read down the appropriate column based upon the number of players in the game until you reach the number of castles owned by that player.



TWO ARMIES ARE PLACED OUTSIDE EACH CASTLE. ONE ARMY IS PLACED IN EACH OF THE CASTLE'S FOUR CORNERS.

PLAYERS IN GAME				
CASTLES OWNED BY PLAYER				
	2	3	4	
1	2 armies	3 armies	3 armies	
2	3 armies	3 armies	3 armies	
3	3 armies	3 armies	3 armies	
4	3 armies	3 armies	8 armies	
5	3 armies	8 armies	13 armies	
6	3 armies	13 armies	18 armies	
7	8 armies	18 armies	23 armies	
8	13 armies	23 armies	28 armies	
9	18 armies	28 armies	33 armies	
10	23 armies	33 armies	38 armies	
11	28 armies	38 armies	43 armies	

ARMY REINFORCEMENT ALLOTMENT CHART

When a player conquers a castle he immediately receives 3 Army Tokens.

TREASURE LOOT CARDS

The TREASURE LOOT Cards will give a player from 1 to 10 chests filled with gold. A player receives a TREASURE LOOT Card when he captures at least one of his opponent's armies during a battle. For each additional army captured, the INVADER draws an equal number of TREASURE LOOT Cards.

The TREASURE LOOT Cards can be used to pay tribute to another player so he won't attack you or they may be used to bribe another player to attack a common enemy.

Four CHESTS OF GOLD allow a player to buy one Army Token at the beginning of his turn. If a TREASURE LOOT Card is for more chests of gold than 4, but not enough to buy two Army Tokens, only one Army Token can be purchased.

Ten CHESTS OF GOLD allow a player to buy a Ship Token.

Once TREASURE LOOT Cards are used to buy Army Tokens or Ship Tokens, the cards are discarded to the right of the TREASURE LOOT DECK.

A player may hold his TREASURE LOOT Cards as long as he wishes, but he may not hold more than 10 cards at any one time.

PLAY

To begin play, the dice are rolled by each player. The player with the highest total is the first INVADER, and will start the game.

The INVADER may launch his attack on an enemy's castle by LAND or SEA.

To attack by LAND, the INVADER'S Country must be adjacent to the DEFENDER'S Country. The INVADER may attack a DEFENDER'S Country from several of his countries in the same turn, as long as all countries are adjacent to the country under attack.

To attack by SEA, the INVADER must own a Ship Token. The SEA ATTACK is made by the INVADER against a DEFENDER'S Countries that are not adjacent to his.

A country cannot defend itself with less than two Army Tokens outside the castle walls in the countryside. Once a country has less than two armies in its countryside it is helpless.

When a player has completed his turn, he may then move as many Army Tokens as he desires from the inside of one of his castles to its countryside. Conversely, he may move as many of his Army Tokens from the Countryside to the inside of its castle. OR, he may move his Army Tokens from one of his countries to another as long as they share a common border.

THE INVADER WHO SUCCESSFULLY CAPTURES ALL 12 CASTLES ON THE GAME BOARD, WINS THE GAME.

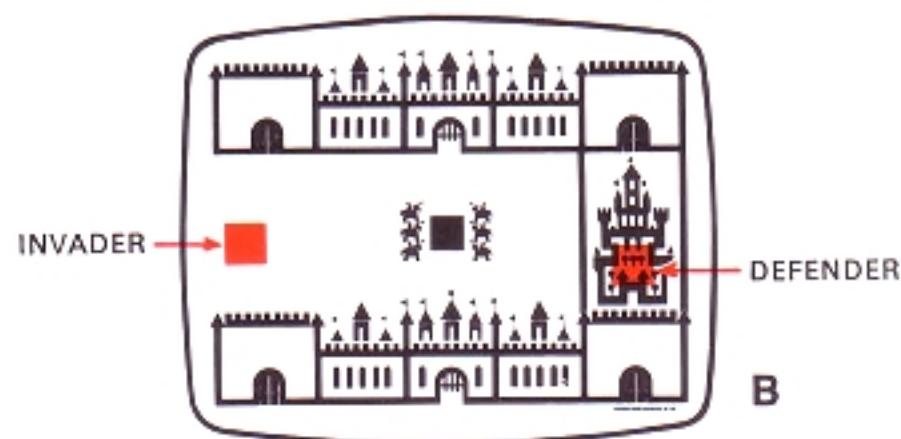
LAND ATTACK

The INVADER may use either a DIRECT ASSAULT or a SNEAK ATTACK, and must announce his intention before proceeding.

DIRECT ASSAULT: Insert GAME CARDS #5 into the Master Control Unit. Turn the SPEED Control on the Master Control Unit to the right for the fastest setting. On the INVASION GAME BOARD, the INVADER places one of his Army Tokens into the country he plans to invade. Should the INVADER desire to make more than one assault, he must move enough of his Army Tokens to equal the number of desired assaults.

The DEFENDER must use the right hand Player Control Unit #2 and place his light in the castle located on the right side of the game overlay. (Illust. B).

The INVADER must use the left hand Player Control Unit #1 and place his light on the LEFT side of the game overlay. (Illust. B). Both players must set



DIRECT ASSAULT SET UP

(Land Attack, continued)

their ENGLISH Control to the upright center position. The ball must be moved to the left side off the screen (use RESET).

The INVADER presses his RESET Button to launch his attacking forces. His light charges out from the left side of the screen. He uses his ENGLISH Control in an attempt to maneuver his light past the DEFENDER'S Light. (Illustr. C).

The DEFENDER may only use his VERTICAL Control to defend his castle. (Illustr. C).

If the DEFENDER extinguishes the INVADER'S Light, one invading army is defeated and removed from the GAME BOARD. If the DEFENDER is able to eventually defeat all of the INVADER'S assaulting forces, the INVADER'S turn is complete and the next player starts his invasion. For each assault the INVADER drives past the DEFENDER, two defending armies are defeated and removed from the GAME BOARD.

A country cannot defend itself with less than two armies outside the castle walls. Once a country has less than two armies, it is considered helpless and the INVADER may bring in as many armies from his adjacent countries as he thinks necessary to fight the forthcoming INTERNAL BATTLE to capture the castle itself. (See INTERNAL BATTLE.)

SNEAK ATTACK: After the INVADER announces his intention to try a SNEAK ATTACK, he inserts GAME CARD #4 into the Master Control Unit. On the INVASION GAME BOARD, the INVADER moves to the enemy's country, the total number of Army Tokens he wishes to use in making his attack.

The INVADER must use the right hand Player Control Unit #2. Should the player's light not be visible, press the RESET Button. The INVADER should then position his light, using the HORIZONTAL and VERTICAL Control, at the south gate of the castle on the lower part of the game overlay (Illustr. D).

The DEFENDER, using Player Control Unit #1, moves his light to the left center edge of the screen. (Illustr. D).

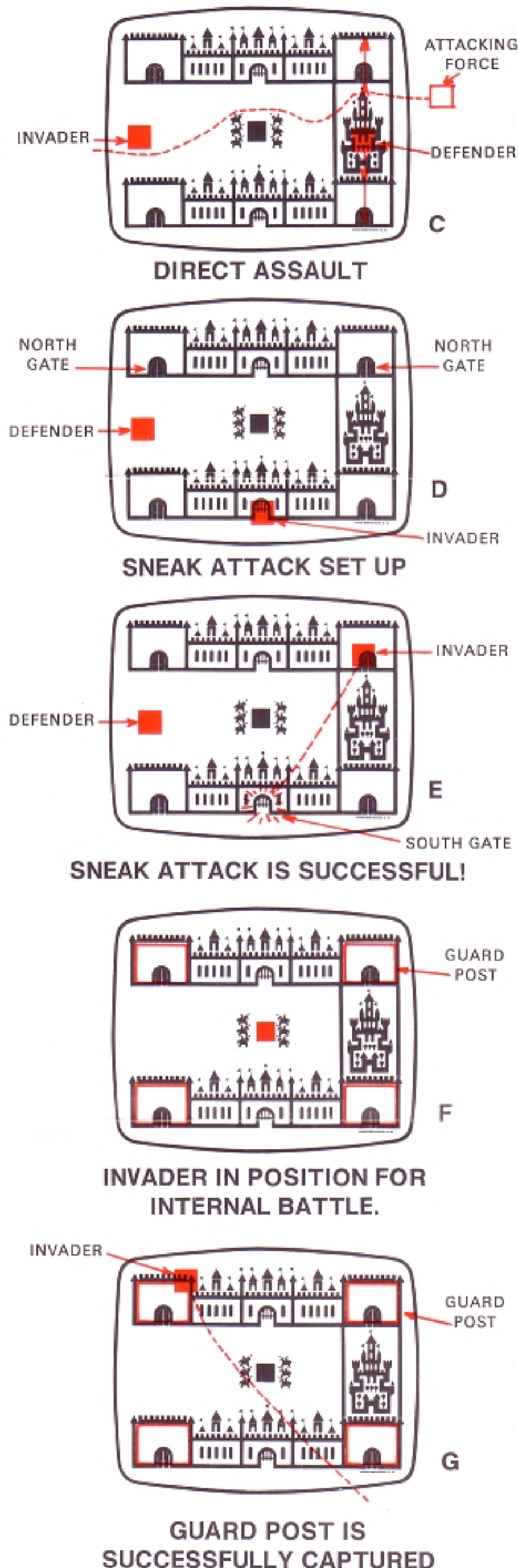
The INVADER must declare which of the two north gates, located at the top of the game overlay, he wishes to storm. (Illustr. D). The DEFENDER now moves his light over to touch and extinguish the INVADER'S Light. The DEFENDER moves back to the left center edge of the screen. The INVADER using both his HORIZONTAL and VERTICAL Controls, attempts to move his invisible player to the north gate he declared.

When the INVADER believes his light is positioned behind the gate, the DEFENDER presses his RESET Button. The INVADER'S Light should now be visible. A determination is made by both players as to whether or not the INVADER is indeed lighting the gate. (Illustr. E).

If any part of the INVADER'S Light is in the gate, the SNEAK ATTACK is successful and all of his armies used in the attack gain entrance to the castle for an INTERNAL BATTLE, which will be explained later. If the SNEAK ATTACK is successful, the DEFENDER immediately must remove 2 of his Army Tokens inside the castle walls. If, however, no part of his light is in the gate, his troops have been detected and defeated. The defeated armies are removed from the GAME BOARD. Play resumes with a new player starting his Invasion.

INTERNAL BATTLE: Once the INVADER has penetrated the DEFENDER'S Castle by either the DIRECT ASSAULT or SNEAK ATTACK, the INTERNAL BATTLE commences.

The INVADER must insert GAME CARD #6 into the Master Control Unit. He then takes possession of the right hand Player Control Unit #2. The INVADER should maneuver the light, using his HORIZONTAL and VERTICAL Controls, to position it behind the red BATTLE SQUARE located in the center of the game overlay. (Illustr. F). Once the INVADER'S Light is in position, he announces he is ready to attack. The DEFENDER presses and holds down the RESET Button on the left hand Player Control Unit #1 which will extinguish the INVADER'S Light. The INVADER now must attempt to set his HORIZONTAL and VERTICAL Controls so that the invisible light will be positioned behind one of the four GUARD POSTS (Illustr. F). When the INVADER has



(Land Attack, continued)

the invisible light positioned, the DEFENDER releases his RESET Button. The INVADER'S Light will move on to the screen from the right side. When it stops, both players must determine whether or not the light is lighting any part of the GUARD POST. **(Illust. G)**. If any part of the INVADER'S Light is in the GUARD POST, that POST is considered to be captured and the DEFENDER must remove his Army Token on the GAME BOARD from the corresponding GUARD POST just captured. The INVADER returns the light to the red BATTLE SQUARE and the same procedure is repeated until all four GUARD POSTS are captured and the castle is his.

If the INVADER misses a GUARD POST, he loses one of his invading Army Tokens. He continues to attack as long as he has Army Tokens in the DEFENDER'S Country. Once the INVADER has either captured the castle (by defeating all of the DEFENDER'S Army Tokens) or lost all of his invading Army Tokens, the turn is complete and the next player starts his invasion.

As the DEFENDER'S Armies are defeated and removed from the GAME BOARD, he may replace the lost tokens with other armies from inside or outside the castle walls. But, the DEFENDER may not bring in Army Tokens from other countries.

SEA ATTACK

There are four Ship Tokens which may be purchased by any or all of the players to enable them to launch a SEA ATTACK. A player may buy one or all of the Ship Tokens but may buy only one per turn. To purchase a SHIP TOKEN, a player must discard a TREASURE LOOT Card(s) worth 10 CHESTS OF GOLD. The Ship Tokens may be sold by a player to an opponent for whatever price he can bargain. The opponent must pay for them with his TREASURE LOOT Cards.

Players owning a Ship Token may attack their opponents by sea when they desire. The Ship Token begins its travels from the INVADER'S Country's MOORING SQUARE, which is indicated by a ship adjacent to each country bordering on the sea. **(Illust. A)**. Countries that are not touching the sea waters, have a river access to their MOORING SQUARE.

When a player has decided to launch a SEA ATTACK he places his Ship Token on his MOORING SQUARE and declares the number of armies he will transport to an opponent's country. The armies must be placed on the ship token for the voyage. At the beginning of each turn, the player must roll the dice to determine the number of spaces he may advance his Ship Token. Only one roll of the dice is permitted per turn.

On the GAME BOARD at each corner there are SAILING SIGNS that will affect the ships voyage. One sign is fair weather and the other three are hazards that should be avoided. If a ship stops on one of the SAILING SIGNS, the player must follow the directions. The SAILING SIGN that states "STORM AT SEA, SHIP SUNK WITH ALL HANDS!" should be interpreted to mean all Army Tokens carried by the ship are lost and the ship must be turned in and will be available for sale during the next player's turn.

A player is permitted to start his Ship Token in either direction he desires and may change directions at the start of each turn. The object is to maneuver the ship to an opponent's MOORING SQUARE. For the SEA ATTACK to take place, the Ship Token must land on the opponent's MOORING SQUARE at which time the DEFENDER loses half of the Army Tokens outside of his castle's wall. The defeated Army Tokens are removed from the GAME BOARD, and the INVADER is now ready to start the INTERNAL BATTLE. Countries that do not border on the water around the perimeter of the GAME BOARD, can never be attacked by sea even though they have a MOORING SQUARE.

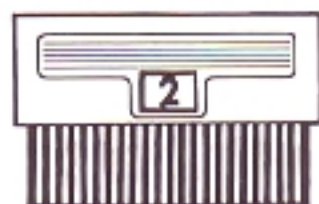
When a Ship Token that is under sail does not land on an opponent's MOORING SQUARE but is on a square adjacent to the opponent's country, the INVADER *may* still launch an attack. However, the DEFENDER *does not* lose his Army Tokens as he would if the Ship Tokens were on his MOORING SQUARE.

THE INVADER WHO SUCCESSFULLY CAPTURES ALL 12 CASTLES ON THE GAME BOARD, WINS THE GAME.

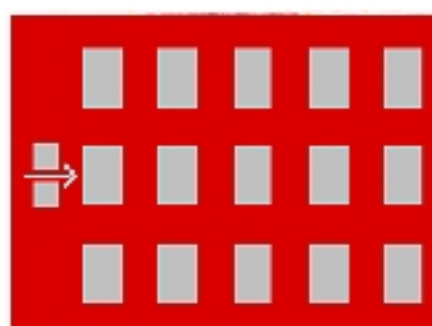
PERCEPTS

fast reflexes and a little ESP!

● ● ● all you need to play PERCEPTS is a good memory,



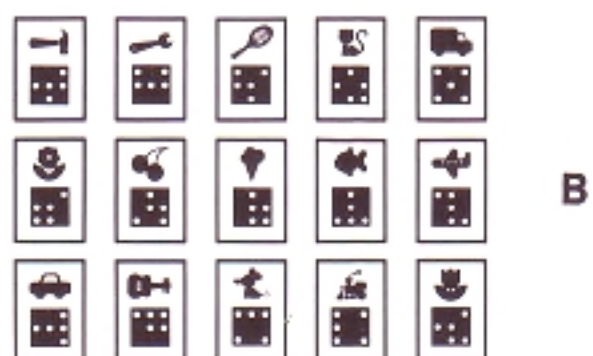
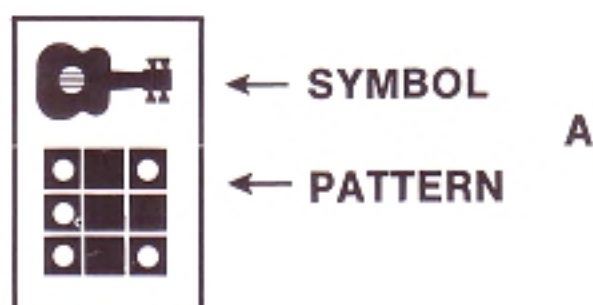
GAME CARD #2



GAME OVERLAY



TWO PERCEPTS CARD DECKS
Green Deck (15 Cards)
Purple Deck (15 Cards)



THREE ROWS OF 5 CARDS EACH.
ALL CARDS FACE UP.

PREPARATION FOR PLAY

The object of PERCEPTS is for both players to memorize the deck of cards SYMBOL or PATTERN sequence and to quickly recall the cards location.

The GREEN deck of cards is placed face up in three horizontal rows of 5 cards each. This card arrangement will duplicate the open areas on the PERCEPTS Overlay.

PERCEPTS has two game variations that can be played. The cards are divided into two sections. The top section is SYMBOLS and the lower section is PATTERNS. (ILLUST. A)

The players must decide whether to play SYMBOLS, which is the memorization version, or PATTERNS which is the location and race version.

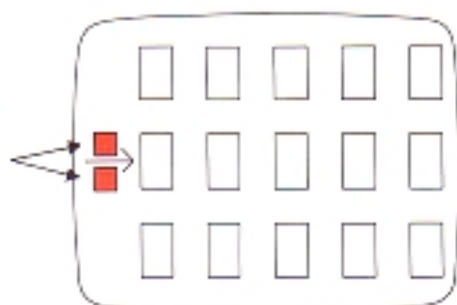
PLAY

GAME OF PATTERNS. In the game of PATTERNS, you will race across the Game Overlay to be the first to arrive at the position on the overlay that duplicates the position of the PATTERN selected on each turn.

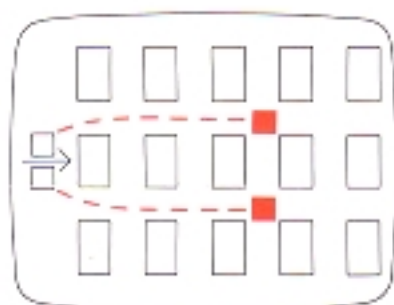
The GREEN Card Deck should be arranged face up in three horizontal rows of 5 cards each. (ILLUST. B) The PURPLE Card Deck must be placed between the players face down.

Both players study the position of the PATTERN arrangement on the cards in the three rows.

**STARTING
BLOCKS**



C



D

**PLAYERS MUST STAY IN
THE RED PATHS.**

The players now take their Player Control Units and position their lights in the two starting blocks at the left side of the PERCEPTS overlay. (ILLUST. C)

Both players must remove their hands from the Player Controls. Player #1 turns up the top card on the PURPLE Deck. Both players look at the card, noting the printed PATTERN, and then find the duplicate PATTERN on the GREEN Deck. The players immediately race their lights to that GREEN card's corresponding position on the overlay.

The players must keep their lights on the red paths as they race for the card position. (ILLUST. D) Once they reach the correct position on the overlay they try to be first to light the open area. The first player to light the correct card position wins that GREEN Card. Should a player stray from the red path, he automatically loses on that turn and his opponent wins the GREEN Card. Should both players arrive simultaneously, it is a tie and the PURPLE Card is placed at the bottom of the deck.

Both players return to their starting positions after the award of each GREEN Card. Player #2 turns up the next PURPLE Card and the race is on. Play continues until all GREEN Cards are awarded.

The PATTERN winner is the player that collects the most GREEN PERCEPTS Cards.

GAME OF SYMBOLS. In the game of SYMBOLS, you must memorize the location of the 15 different SYMBOLS in order to beat your opponent by collecting the most PERCEPTS Cards.

The GREEN deck of cards is placed face up in three horizontal rows of 5 cards each. (ILLUS. B) This card arrangement will duplicate the open areas on the PERCEPTS Overlay. The PURPLE Deck must be placed between the players face down.

Both players should spend about 30 seconds memorizing the position of the 15 SYMBOLS. Player #2 then turns all GREEN Cards face down.

The players position their lights in either of the two starting blocks located at the left side of the Game Overlay.

Player #1 turns up the top card of the PURPLE Deck and announces the SYMBOL exposed. Player #2 must now move his light to the position (open area) on the Game Overlay that corresponds to the position he believes the SYMBOL to be in. Player #1 turns up the corresponding GREEN Card to verify Player #2's success.

If Player #2 correctly locates the hidden SYMBOL position, he wins that GREEN Card. If Player #2 does not locate the SYMBOL position the GREEN Card is again turned face down. Player #1 now attempts to locate the correct position of the SYMBOL exposed on the PURPLE Card. Player #2 turns up the corresponding GREEN Card to verify Player #1's success.

Should neither of the players locate the correct SYMBOL position after one attempt each, the PURPLE Card is placed face down at bottom of the deck.

Player #2 turns up the next PURPLE Card and announces the SYMBOL exposed. Player #1 moves his light to the position (open area) on the Game Overlay that corresponds to the position he believes the SYMBOL to be in. Play procedure is repeated as before with the players alternating turning up the PURPLE Cards until all GREEN Cards have been awarded.

The SYMBOL winner is the player that collects the most GREEN PERCEPTS Cards.

ODYSSEY... a total play and learning experience for all ages
from Magnavox — an innovative leader in quality electronics for over sixty years.

PREHISTORIC SAFARI

... Your Time Machine has landed in 1,000,000 B.C. ... Most of your ammunition has fallen into a volcano and you have only 15 bullets left!



GAME OVERLAY



TARGET LIGHT MUST MOVE FROM ANIMAL TO ANIMAL.

A

SET UP

1. Player 1 is the HUNTER with the rifle. Player 2 controls the Target Light.

PLAY

Player 2 uses his HORIZONTAL and VERTICAL Controls to move the Target Light from one animal to another. He must leave the light motionless on each animal (Illustr. A) until the HUNTER has made his shot.

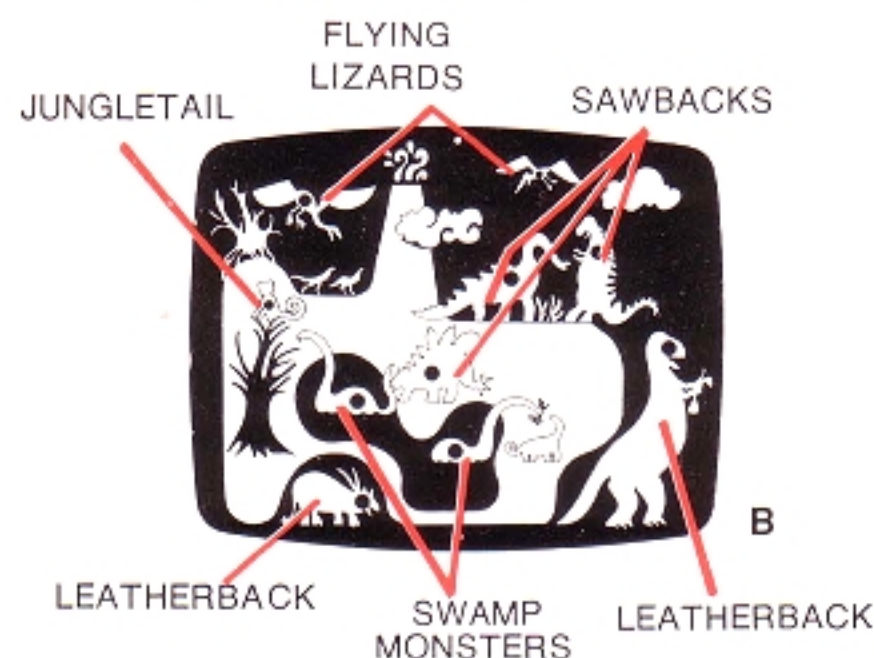
After 15 shots, the Player Control Unit is traded for the rifle and the procedure is repeated.

Whoever extinguishes the most targets in only 15 attempts is the winner.

GAME VARIATION

HUNTER EXPEDITION! (Illustration B) Bag the rare prehistoric species! Play procedure is the same as above, but species have the following value.

- 2 Flying Lizards 10 PTS.
- 3 Sawbacks 5 PTS.
- 2 Leatherbacks 7 PTS.
- 2 Swamp Monsters 5 PTS.
- 1 Jungletail 10 PTS.



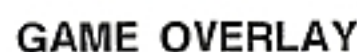
B

ODYSSEYTM

...a total play and learning experience for all ages...
from Magnavox—an innovative leader in quality electronics for over sixty years.

ROULETTE

...all the casino action of Monte Carlo! Place your bets and try to break the bank! (For 2 or more players.)



CHIPS



1. The players divide the chips and each receives \$1,000.00 of paper money.

White Chips = \$ 5.00

Red Chips = 10.00

Blue Chips = 50.00

The **ODYSIM** is the **BANKER** and retains custody of the balance of the cash.

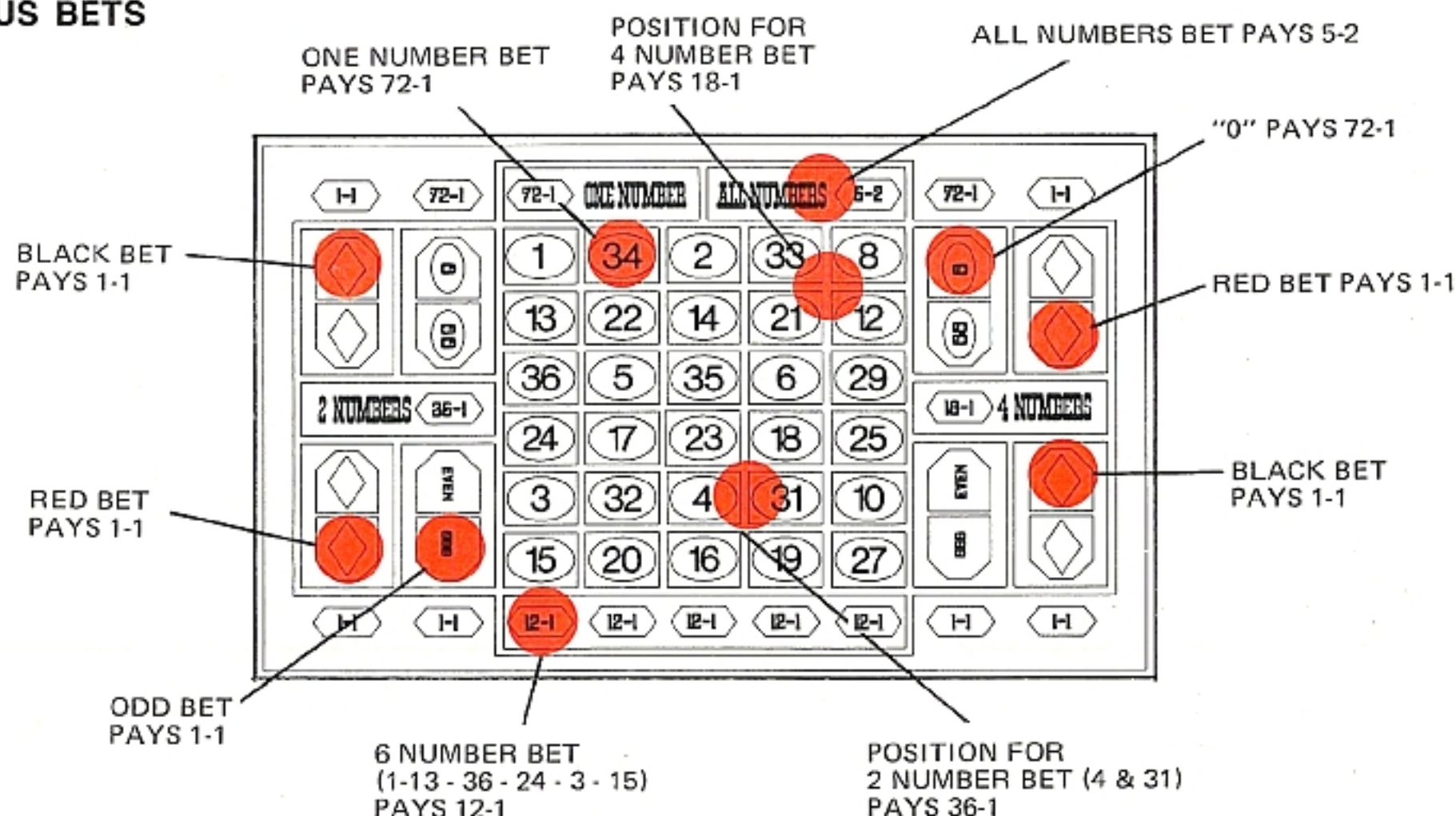
*** in a future version of OdySim ***

The players make their bets by placing their chips on the Roulette Layout Board. Several kinds of bets are possible and the odds are indicated on the Roulette Layout Board. (See page 30 for illustration.)

- To make a one-number bet, cover the entire number with a chip.
- To make a two-number bet, position a chip so that it falls between two numbers.
- To make a four number bet, position a chip so that it covers the corners of the four numbers.
- To make a six number bet, put a chip at the end of the row of numbers, as shown.

You may bet on red or black
and
odd or even
and
0 and 00

THE ILLUSTRATION SHOWS THE PROPER CHIP PLACEMENT FOR THE VARIOUS BETS



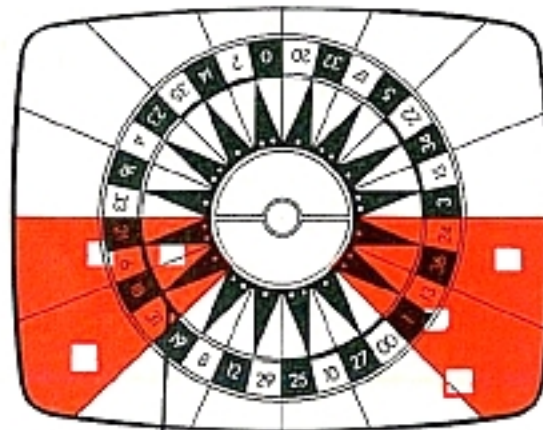
SPIN AGAIN



ODD
EVEN

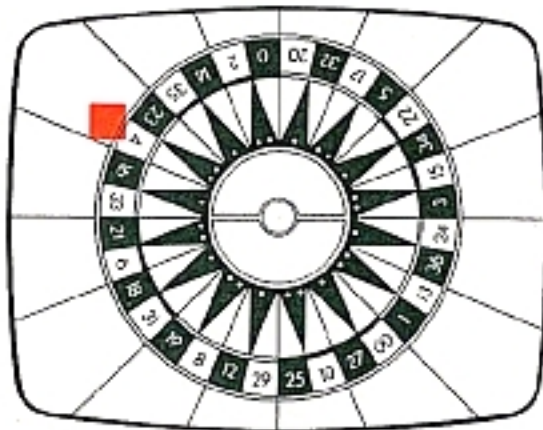
ODD

EVEN



BLACK
RED

BLACK BAND INDICATES
GOOD BLACK SEGMENT



NUMBER BETS ARE 12 & 29

PLAY

Only the Player Control #2 is used to play Roulette. First, its electronics are "shuffled": the BANKER depresses the RESET Button and offers the VERTICAL or HORIZONTAL control to any one of the players, who then randomly turns that particular control with his eyes closed. The same procedure is followed for the remaining control (vertical or horizontal).

The BANKER may present the control in *any* position. (Right-side-up, on its side or up-side-down.) It is important that the dial settings be random.

The BANKER then releases the RESET Button and lets the ball fall into place on the wheel. If the ball does not appear on the Roulette Game Overlay, the BANKER has the electronics "reshuffled." If the ball falls on "0" or "00," the house wins *all one-to-one bets*.

Good Luck!

THE FOLLOWING ILLUSTRATIONS SHOW SOME OF THE COMBINATIONS WHICH WOULD WIN THE BETS MADE ON THE ROULETTE LAYOUT.

If ball falls in center red circle it is out of play and electronics in the control unit are "reshuffled."

Odd—Even Bet. Alternating single and double dots appear on the yellow points of the roulette wheel. These indicate *odd* and *even* areas. A ball landing in any of the locations indicated in illustration would win.

The outcome of a Black/Red bet is determined by the color of the segment in which the ball falls.

Illustration showing winning bets for...

Even and Red bets

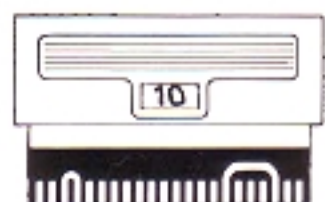
- Any one number, two number, four number, six number, or all number bets which included number four is a winner.
- The even bet wins.
- The red bet wins.

Two-number bets

If a ball falls between two numbers, both numbers win. In this illustration, numbers 12 and 29 win.

SHOOTING GALLERY

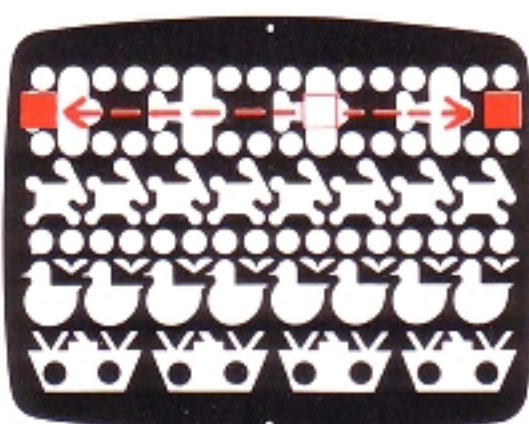
... Hiya! Yiya! Yiya! Step right up and win the little lady a genuine imitation Kewpie doll! Fifty shots for fifty cents! Everybody wins!



GAME CARD #10

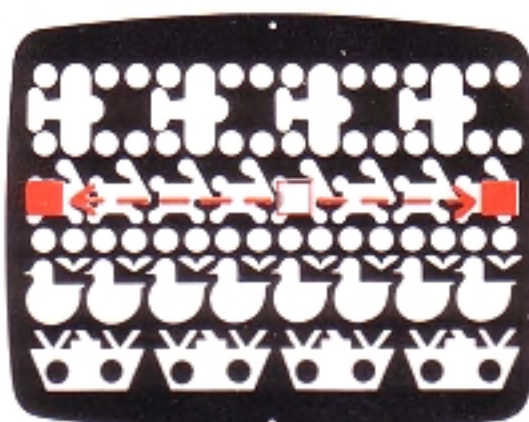


GAME OVERLAY



A

MOVING TARGET LIGHT WILL BOUNCE BACK AND FORTH BETWEEN TWO STATIONARY LIGHTS.



B

ADJUST STATIONARY AND TARGET LIGHTS TO RUN THROUGH THE NEXT ROW OF TARGETS.



PLAY

Player 1 has the Electronic Rifle. Player 2 runs the Shooting Gallery.

Player 2 activates the Moving Target Light. (See General Set-up instructions). The Moving Target Light is positioned so that it first runs through the airplanes. (Illust. A). After ten runs back and forth through the airplanes, the VERTICAL Controls on both Player Control Units are turned to make the Moving Target Light run through the next row of targets. (Illust. B).

When the Moving Target Light makes ten runs through the rabbit target area, move the VERTICAL Controls to make it pass through the duck row, etc. Each player makes as many hits as he can as the Moving Target Light traverses each target area ten times. The winner is the Player with the most hits.

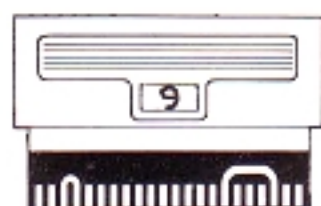
GAME VARIATION

Player procedure is same as above but shooting gallery objects have the following point value:

Planes	1 PT.	Ducks	7 PTS.
Rabbits	5 PTS.	Ships	10 PTS.

SHOOTOUT!

... It's the good guys against the bad guys!



GAME CARD #9



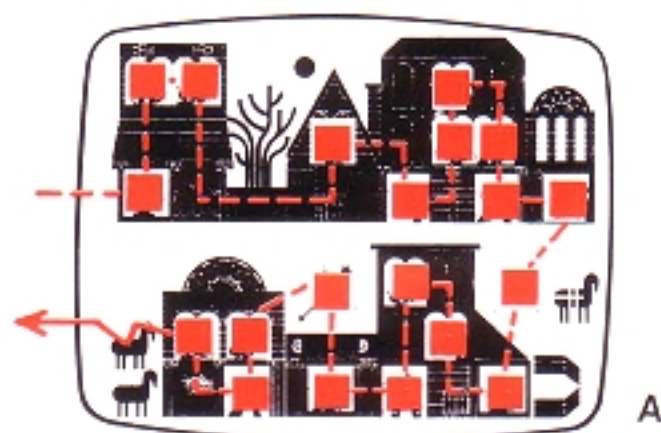
SHOOTOUT OVERLAY



PLAY

Player 1 is the SHERIFF with the rifle. Player 2 is the DALTON GANG.

Player 2 uses his HORIZONTAL and VERTICAL controls to position his Light in the first floor windows of Charley's Saloon. Player 2 makes his way down the length of the entire top block (Illust. A, Pg. 4). He must remain in each window and doorway for the time it takes him to say, "You'll Never Get me, Sheriff!" When Player 2 gets to the end of the block, he runs across the street via the horse and carriage to the house at the top right of the Overlay



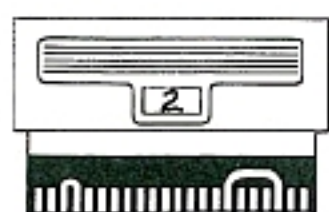
THE DALTON GANG MAKES THEIR WAY THROUGH TOWN!

and makes his way through windows and saloon doors, leaping from the rooftop into the wagon then back into the saloon . . . to waiting horses for the get-away! (Take any route as long as *all* targets are lighted.)

The Player Control Unit is then traded for the Rifle. The procedure is repeated. The winner is the Sheriff who gets most men in The Dalton Gang.

SIMON SAYS

...a fun game for pre-schoolers that develops hand and eye coordination, and helps children learn to identify parts of the body with the associated printed word. (For 2 or 3 players)



GAME CARD #2



GAME OVERLAY



28 SIMON SAYS CARDS

SET UP

1. Players select one figure (Boy or Girl) and they *must* maneuver their light on that figure throughout the game.

PLAY

(**Illust. B**). SIMON turns over the first card from the deck and announces, "Simon Says, go to your elbow." Player one and player two go to their elbows. The first player to reach the elbow, wins the "elbow" card. If SIMON determines that there is a tie, the card is placed at the bottom of the deck.

If "SIMON" does not say "Simon Says," the players are not to move. If a player *does* move, he must return a "Simon Says" card to the deck. Play continues until the entire deck has been used.

The player who collects the most cards wins the game.



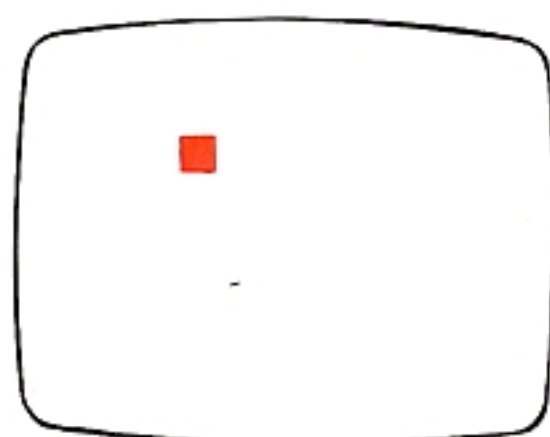
B

ODYSSEY™

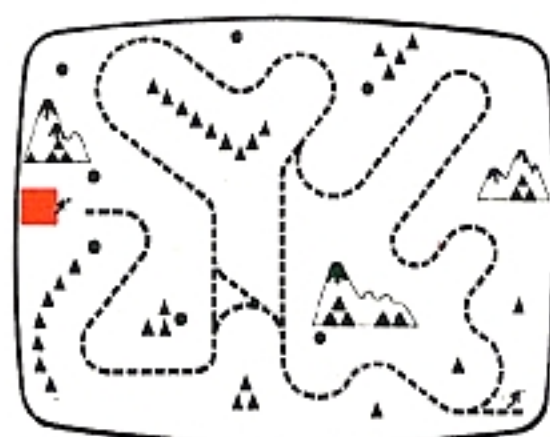
...a total play and learning experience for all ages...

from Magnavox — an innovative leader in quality electronics for over sixty years.

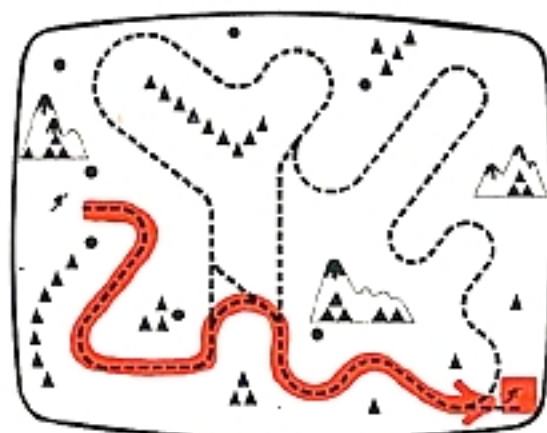
...be the fastest skier down the slopes. The course is designed to encompass the beginner, intermediate and advanced skier. As you schuss in and out between the flags and course hazards you must strive for accuracy and poise as you attempt to win the race by either the time or point method. (For 1 or more players.)



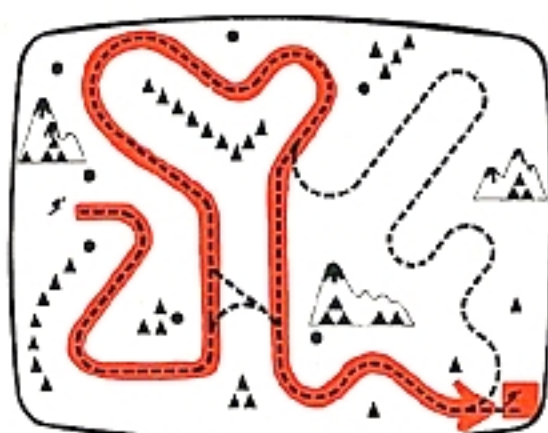
A



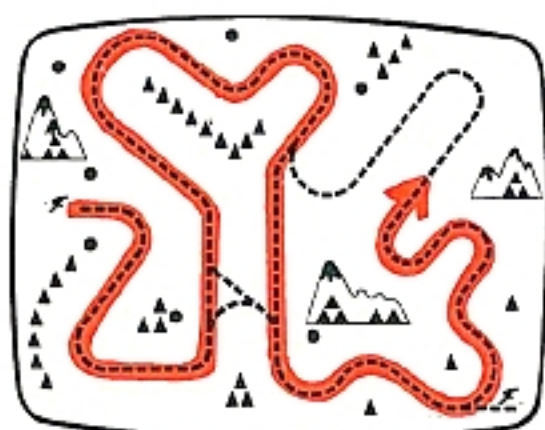
B



C

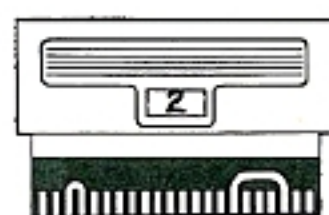


D



THE TRAIL WINDS AROUND

E1



GAME CARD #2



GAME OVERLAY

SET UP

1. (Illust. A). Use your controls to take one of the players off the screen.
2. (Illust. B). Position the remaining light behind the ski figure at the start of the course.
3. Decide which of the 3 trails you are going to ski:

... **The St. Moritz Trail (Illust. C)**—The beginner trail designed to acquaint the new "skier" with all the fundamentals required to build his confidence and skill to advance to the longer trails.

... **The Aspen Trail (Illust. D)**—The intermediate trail, which is longer than the St. Moritz Trail, and features more jolts and hazards—a real challenge to the "weekend skier!"

... **The Olympic Trail (Illust. E)**—The advanced trail, which is the longest and most difficult trail, demanding the utmost in speed, skill and accuracy.

PLAY

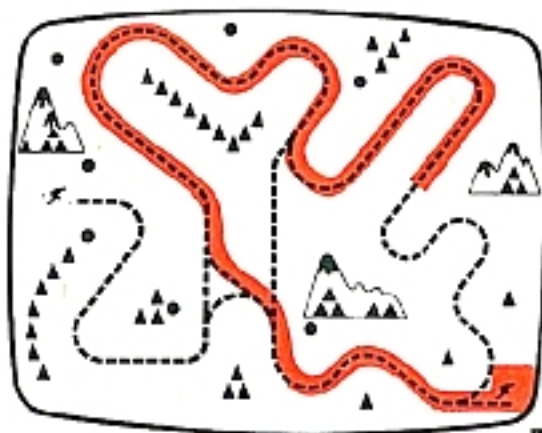
There are two game variations which you can play. To begin competition in any of the two versions, one player should signal when the "skier" is to start his run (1, 2, 3, go!). The "skier" then begins his descent down the trail. When the "skier" completes his run, the other player(s) follow down the trail. The HORIZONTAL and VERTICAL Controls are used to guide the "skier." After each "skier" has made three runs, the score is tabulated.

I. POINT METHOD

(Illust. F). Each time you go off the trail, (light not visible) you receive a *penalty* of 5 points plus the following penalties:

If you light a gate	10 Points
If you light a tree	15 Points
If you light	
East Mountain	25 Points
Central Mountain	30 Points
West Mountain	25 Points

The Player with the *fewest* points wins.



AND CONTINUES AS ILLUSTR'D. E 2

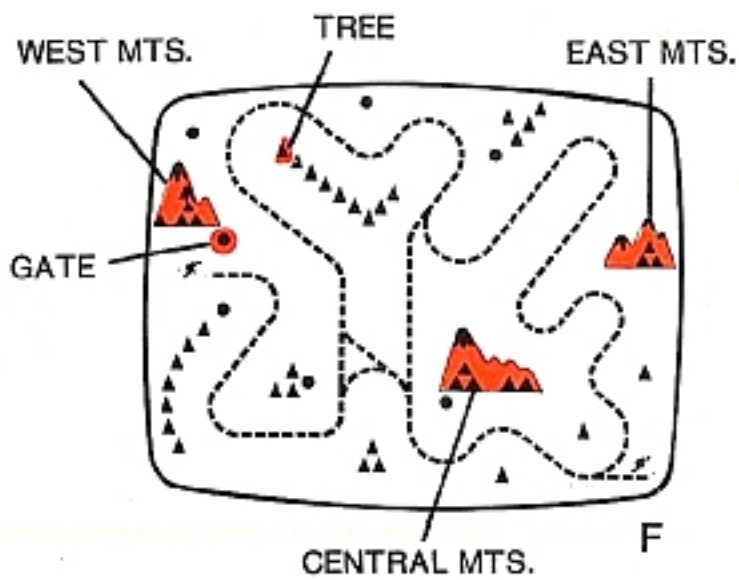
II. TIME METHOD

Race against the second hand of a clock. Each time your light goes off the trail, add 1 second to your time, PLUS the following time penalties:

If you light a gate.....Add 2 Seconds

If you light a tree.....Add 3 Seconds

If you light the East Mountain, the Central Mountain or the West Mountain, you are *disqualified* for that run. The Player with the *best* time wins.



ODYSSEYTM

...a total play and learning experience for all ages...
from Magnavox—an innovative leader in quality electronics for over sixty years.

SOCCER

... intense competition as the arch-rival Blues and the Orangemen battle for the Odyssey World Cup.



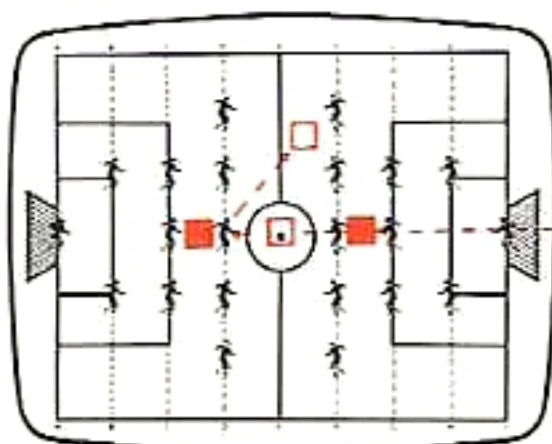
GAME OVERLAY



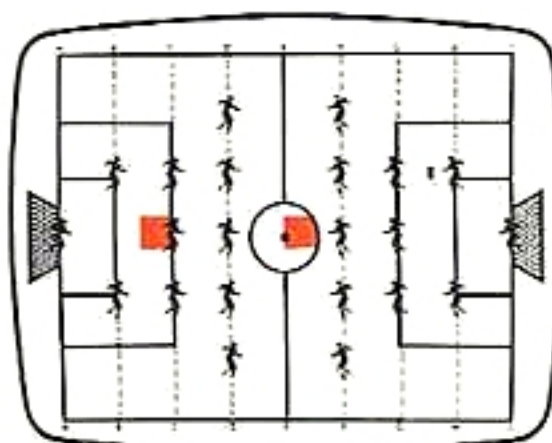
GAME OVERLAY



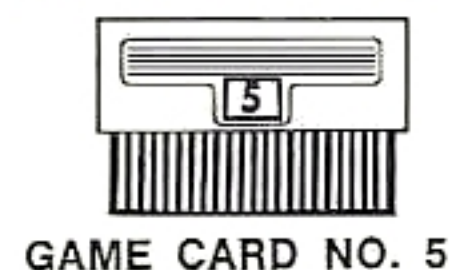
SCOREBOARD



A



B



SET UP

1. The Speed Control can be adjusted to match the skill of the players.

PLAY

The object of the game is to move the ball down the field through a series of successful plays and then drive the ball through the goal and score. In order to achieve this and come as close as possible to the reality of the game, the Odyssey Soccer game is divided into separate moves that correspond to the moves of the real Soccer.

The game is divided into two halves of 15 minutes each. A play starts when the ball is brought on to the television screen and an attempt is made to drive the ball past an opponent. A play is completed when one player is successful in driving the ball past his opponent and off the goal edge of the screen.

The Soccer Game Overlay has 9 vertical defense or attack lines identified as A through I. When a team is successful in driving the ball past his opponent, he is entitled to move his team one line towards his opponent's goal. The losing team, at the same time, must move his team back one line closer to his goal.

Goals count 1 point each and may only be scored when the offensive team is on the defensive teams half of the field.

The players flip a coin. The winner becomes the Blue Team, defends the goal on the right, and starts the game. The other player becomes the Orange team and defends the goal on the left. The Blue team must use the Player Control Unit number 2, the Orange team uses Player Control number 1. Play begins with a kick-off at the center of the field. (Both players should always center their BALL Control before the ball is brought on to the screen.)

KICK-OFF

To begin, the Blue team must position their team light in the middle of line "F" and the Orange team is positioned in the middle of the "D" line. (Illust. A) The Blue team depresses his Start Button. When the ball appears on the screen, the Blue team must manipulate his Ball Control in such a manner that the ball will first contact his player and then move around his opponent. The Orange team will attempt naturally to intercept the ball and move it around the Blue team and so on. The important part is that the players may only use their vertical control. During the first kick-off, the players remain on their starting lines "D" and "F" respectively. The first play is completed the moment one of the players succeeds in moving the ball around his opponent and crossing (going through) his starting line. The successful team then moves one line toward the goal of his opponent and becomes the offensive team for the next play, while the loser moves one line to the rear.

EXAMPLE

Blue team, located on the "F" line, has succeeded in moving the ball around the Orange team, going to the left. Thus, the Blue team has completed successfully the first move. The Blue team moves his player to the "E" line, while the Orange team must fall back to the C line. (Illust. B)

The ball must always pass through the line that is being defended. Should the ball disappear from the screen, at the top or bottom, the throw-in of the ball must be performed. If a player uses his Horizontal control, a free kick will be given to his opponent. (The Throw-in and the Free Kick will be explained later).

The play then continues as outlined above subject to the following regulations.

1. The team which has lost the preceding move and had to fall back one line to the rear will start the next move by pushing the Start button. In this case, the ball does not have to touch his own player when it appears on the screen.
2. When one of the teams has passed the centerline and is operating on his opponent's half of the field, his team may try to score a goal. The goal is considered scored the moment any segment of the yellow area in the goal lights up (brightens up) when the ball passes through.
3. The Orange team may, through successful moves, advance to the "G" line, the Blue team to the "C" line.
4. If the Orange team reaches the "G" line and is successful in the next play, the Orange team is permitted to use both Vertical and Horizontal controls, while he operates on his opponent's half of the field. Should the Orange team lose, the play starts on the "G" line again and only the Vertical control may be used. The same regulations apply to the Blue team the moment they arrive on the "C" line.
5. The moment the goal has been scored the game starts again, with the Orange and Blue teams returning to their respective attack and defense positions in the middle of lines "D" and "F."

THROW-IN

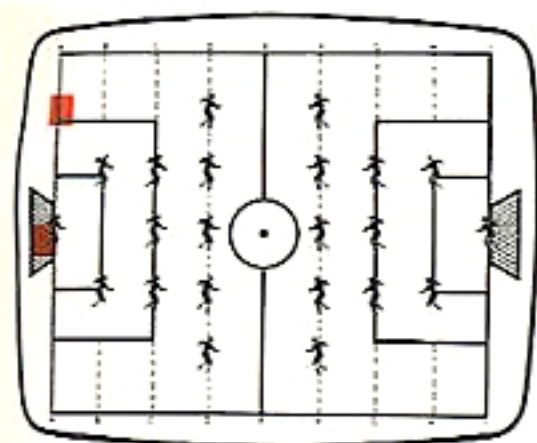
A Throw-in is called when the ball touches or crosses the sidelines. Both players must remain on the same zone lines as the previous play. The team to last touch the ball must then restart the play by bringing the ball on to the screen and causing the ball to touch the other team light. The team receiving the ball must be stationary until touched by the ball, but may be positioned at any point along the Zone line. A goal may not be scored from a "Throw-in" until both teams have touched the ball once.

FREE KICK

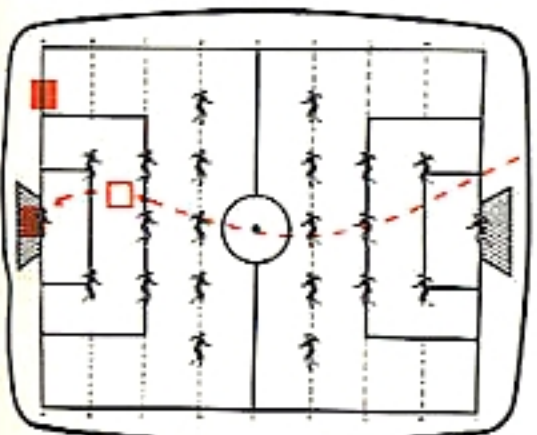
The free kick will be given to the team whose opponent illegally uses his Horizontal control or did not place himself correctly on the attack line when the game started. The free kick will be performed by the offender's opponent. The procedure for a "free Kick" is exactly the same as for a "Throw-in" except a goal can be scored regardless of the field position of the teams if the team receiving the ball can score after only one contact.

ELEVEN METER KICK

In case one of the players touches the horizontal control while playing his own penalty area, the eleven meter kick will be offered to his opponent. This will be done in the following manner:



C

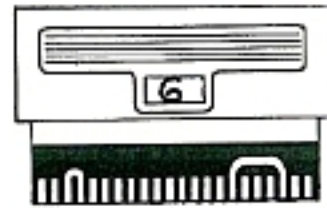


D

- 1.
2. The Start button of the Player Control number 1 will be pressed and held for a few seconds to position the ball off the screen to the right.
3. Turn the Speed control to the right for the highest speed.
4. Since the eleven meter kick, because of technical limitations, can be performed from the left side of the field (Orange) only, the player who was given the eleven meter kick must be given the Player Control number 2, and use it to place his player in the goal. (Illust. C)
5. The defending team uses Player Control number 1 and places his player on the goal line outside the penalty area (Illust. C)
6. The player who is executing the eleven meter kick depresses the Start button on the Player Control number 2 and directs the ball, using the "Ball" control, through the circle in the center of the field and guides it towards the goal on the left side (Illust. D). The defending player will try to defend himself against the eleven meter kick. He is permitted to use his Vertical control on the Player Control number 1 only. The defender is permitted to move in the Vertical direction only after the ball has passed the centerline of the field.
7. The eleven meter kick is successful and scores a goal only if the player number 2 and the ball disappear from the screen. If Player number 1 deflects the ball, the kick is not successful.
8. After the eleven meter kick has been successfully completed, the goal number is to be recorded and the play begins again.
9. The play lasts 30 minutes (two halves, 15 minutes each).

STATES

A fun maze of riddles and rhymes that helps you learn the states and their capitals! (For 2 or more players.)



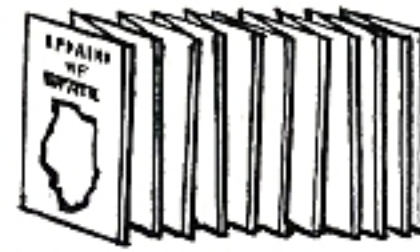
GAME CARD #6



GAME OVERLAY



50 STATES CARDS



AFFAIRS OF STATES
(ANSWER FOLDER)



STATES STUDY MAP

(Please note: So that a greater playing area can be viewed, Hawaii and Alaska have been placed at the lower left—on the Overlay and on the Study Map).

PLAY

Decide who will be the first CHALLENGER (the one to answer first). Only the Player Control #2 is used in the States game. Its electronics are "shuffled" by the CHALLENGER's opponent. The CHALLENGER depresses and holds the Player Control #2 RESET Button down while offering the VERTICAL and HORIZONTAL controls to his opponent, who must have his eyes closed. His opponent turns the HORIZONTAL Control and the VERTICAL Control to random positions, thus "shuffling" the electronics. The CHALLENGER then tells his opponent to open his eyes as he releases the RESET Button. The light marker will float onto the screen. (Illustr. B). When it stops, the CHALLENGER tries to identify the state (or states) the light has landed on. His answer is verified by finding the card for the state he has landed on. (A light dot will designate the state). He then turns the card(s) over to see if his answer is correct.



B



C

If the CHALLENGER correctly names the state or states, he receives that state card (or cards). If a light falls on the overlay, but is outside any of the states, the CHALLENGER may use either his HORIZONTAL or VERTICAL Control to move his light to the first unclaimed state. (Illustr. C). If he correctly identifies the state, he gains possession of that state card. It is now the other player's turn to become CHALLENGER, and the electronics of the Player Control are "re-shuffled."

When the CHALLENGER lands on a state already won by his opponent, he issues a challenge to his opponent for ownership of that state. The state owner asks the CHALLENGER *one* of the questions from that state card. (They may be asked in any order). If the CHALLENGER *answers correctly*, he gains possession of the state card from his opponent. The answers are in the "AFFAIRS OF STATE" folder.

GREAT LAKES BONUS

If the CHALLENGER catches a fish in the Great Lakes, and correctly names the lake, he gets to go fishing for a Free State from the deck of states cards. (A fish is caught when a circle in one of the Great Lakes is lit by the CHALLENGER's light.) (Illustr. D). The Free State card is permanently owned and is not subject to challenge for the duration of the game. The winner is the Player who has the most state cards after all 50 States have been taken.



D

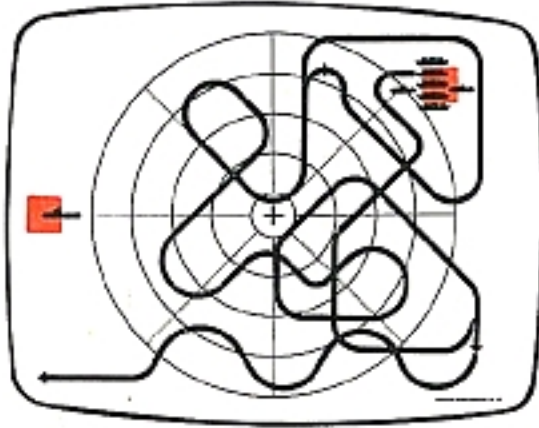
PLAYER HAS LIT UP A FISH IN ONE OF THE GREAT LAKES.

Game Variations: First one to win . . .

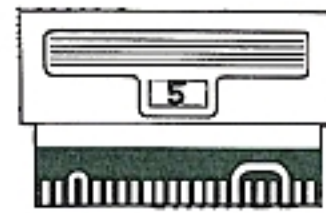
- A. 35 States
- B. 25 States
- C. 15 States

SUBMARINE

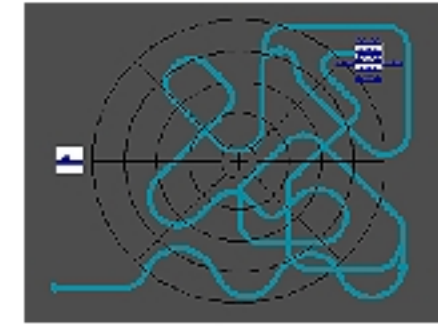
... navigate your convoy into safe harbor as you pass through dangerous, submarine infested waters! (For 2 or more players.)



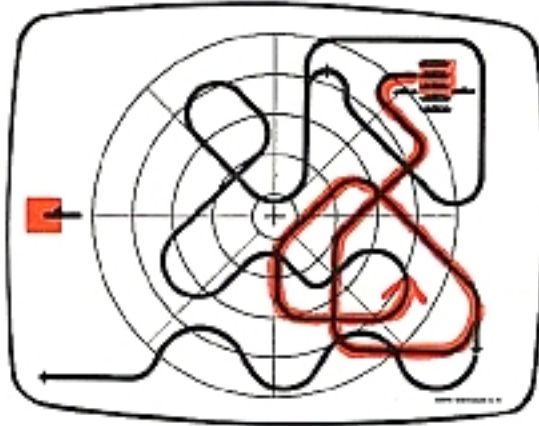
A



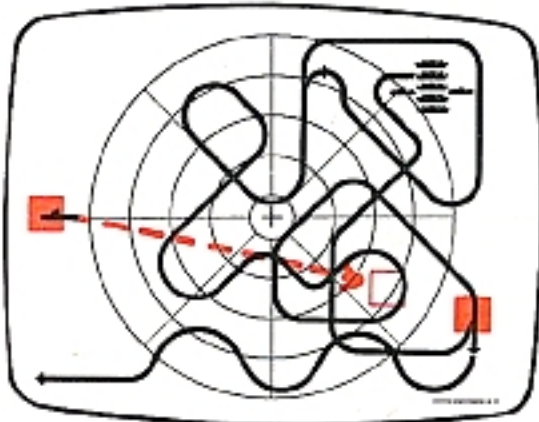
GAME CARD #5



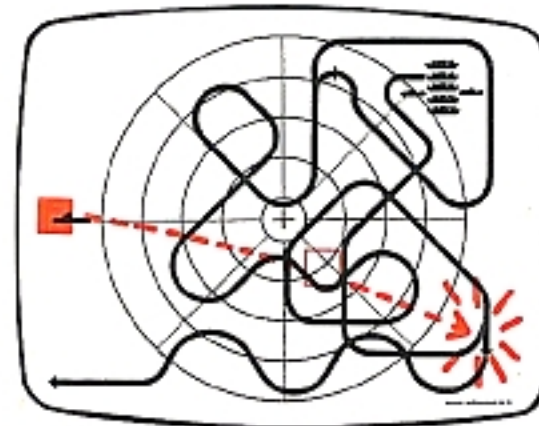
GAME OVERLAY



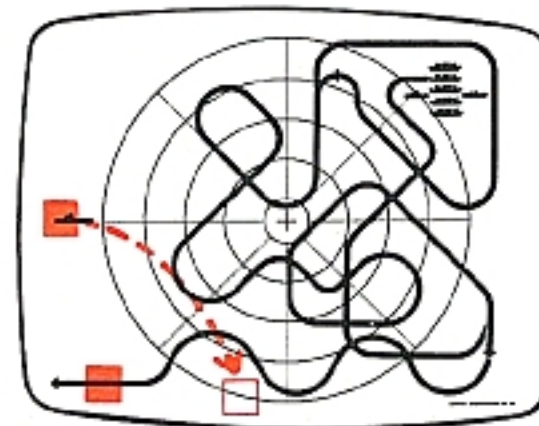
C



D



E



F

SET UP

1. (Illust. A). The left player, Player 1, is the SUBMARINE CAPTAIN and takes his position on his submarine. The right player, Player 2, is the CONVOY COMMANDER and takes his position on his fleet.

PLAY

(Illust. C). Using his HORIZONTAL and VERTICAL Controls, the CONVOY COMMANDER navigates his ships (an unlimited number is represented by the ships on the game overlay) along the blue sea lanes.

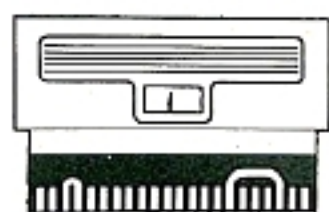
(Illust. D). The SUBMARINE CAPTAIN launches his torpedoes by pressing his RESET Button. He directs the torpedo's path toward the convoy with his ENGLISH control.

(Illust. E). When a hit is made, both the torpedo and the ship disappear from the screen. The SUBMARINE CAPTAIN reloads his torpedo tube by pressing the CONVOY COMMANDER'S RESET Button. The SUBMARINE CAPTAIN keeps count, out loud, of each ship lost to torpedoes or mines. If the convoy leaves the sea lane, it signifies that it has run into mines and one of the ships is lost.

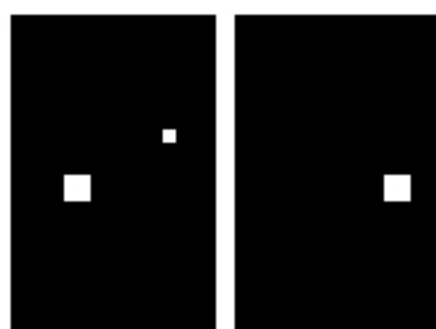
(Illust. F). When the convoy reaches the end of the Sea Lane Path, and is off the screen, it signifies that it has made it into a safe harbor. The CONVOY COMMANDER undertakes 2 more missions and the players then trade controls. The WINNER is the SUBMARINE CAPTAIN who *sinks the most ships* in the 3 missions—from torpedoes or mines.

NOTE: The SUBMARINE CAPTAIN does not score a hit if he extinguishes the CONVOY COMMANDER's SHIPS while returning the torpedo to the Left side of the screen. Should this occur, play is stopped until the CONVOY COMMANDER re-lights his ship by pressing his RESET Button.

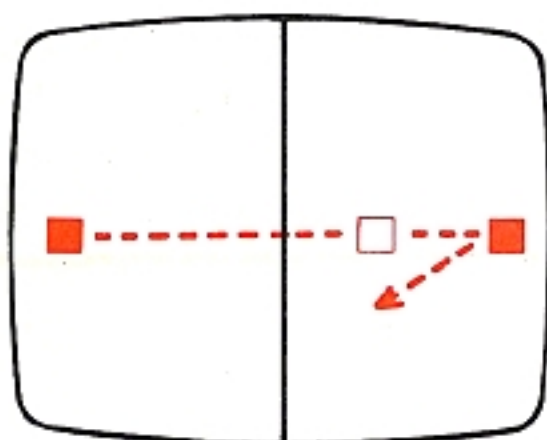
TABLE TENNIS ...the basic Odyssey game that develops your electronic coordination



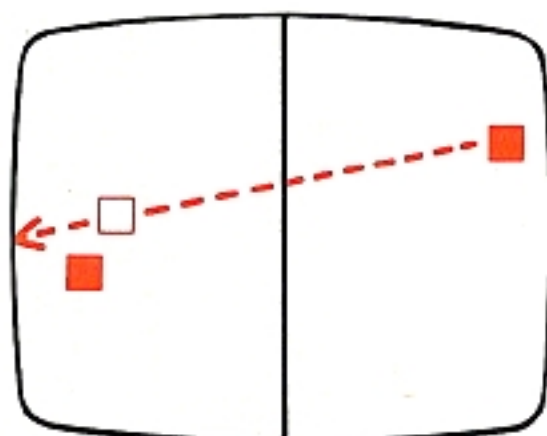
GAME CARD #1



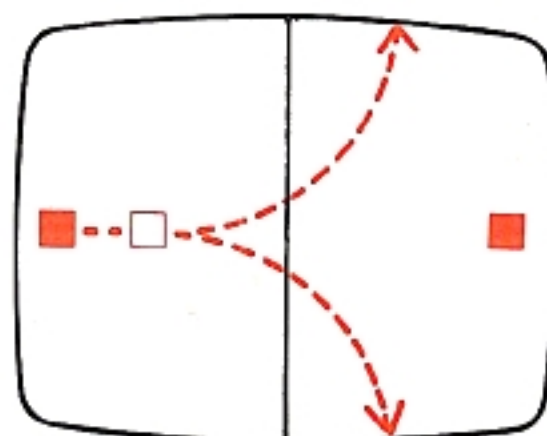
GAME SCREEN



B



C



D

SET UP

1. The Speed Control can be adjusted to match the skill of the players.

PREPARATION FOR PLAY

1. (Illus. B). Press the Reset Button to set the ball in motion. When the ball bounces off your player, use your ENGLISH Control to direct the ball's flight. When the ball bounces off your opponent, he uses his ENGLISH Control to direct its flight (as described on pages 7 and 8).

NOTE: Initially you may find it easier to use just the VERTICAL and ENGLISH Controls to return the ball. As you become more proficient, you'll find it even more challenging to add HORIZONTAL action.

2. Players should volley the ball back and forth until they become accustomed to the play and the use of their Player Controls. The SPEED Control also should be increased gradually as you become more proficient.

PLAY

To begin play, the players should volley the ball to determine who will serve first. For the volley to be legal, the ball must cross the net three times. The SERVER will be the last player who successfully hit the ball across the net.

The SERVER serves for five consecutive points, at which time his opponent becomes the SERVER for the next five points. Players continue to alternate serving until GAME.

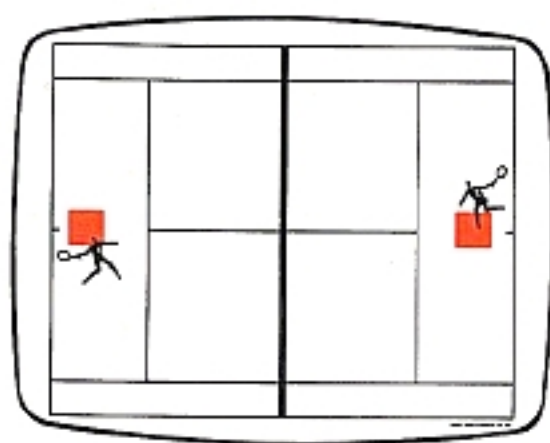
SCORING

(Illus. C). A player scores a point when his opponent misses the ball. The object is to bounce the ball off your player and maneuver it past your opponent (off the right or left side of the screen, as illustrated.)

(Illus. D). When the ball goes off the top or the bottom of the screen, it is "off the table" and the point is lost.

"GAME" is won by the first player to accumulate 21 points. The margin of victory must be at least 2 points; such as 21 to 19, or play is continued until the 2 point margin is attained.

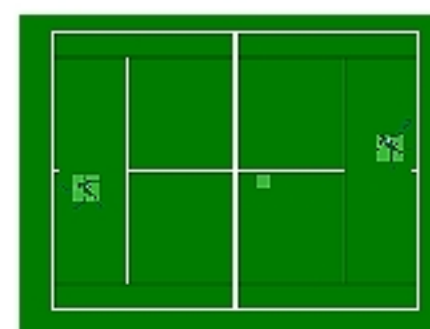
TENNIS ...all the excitement of Wimbledon! You're playing regulation tennis rules as you serve, volley and score!



A



GAME CARD #3



GAME OVERLAY

SET UP

1. The player displayed on the right side of the screen *must* be controlled by the right hand Player Control Unit. Conversely, the left player is controlled by the left hand Player Control Unit. Each player *must* stay on his side of the net.

2. (Illus. A). Bring the players into position and press the Reset Button to start the volley for serve. Begin volleying at a slow speed and gradually increase the speed of the ball as you become accustomed to the play.

PLAY

To begin play, the players should volley the ball to determine who will serve first. For the volley to be legal, the ball must cross the net three times. The SERVER will be the last player to successfully hit the ball across the net.

(Illus. B). The SERVER'S position is beyond the end line of the RIGHT side of his base line. The RECEIVER must position himself outside of his service box.

(Illus. C). For a Serve to be good, the ball *must* land in the service box. The SERVER has two tries. If he fails in both, he loses the point.

(Illus. D). If the serve is good, the ball is in play until it is missed by one of the players. The players may move anywhere on their side of the net *after* the ball has been served.

(Illus. E). The next serve is from the LEFT side of the court. After a point is made, the ball must be brought to the SERVER'S side (use Reset Button). The service position always begins from the right side of the player's baseline and alternates from the right to the left side of the court after each point. At the end of the first game, the other player becomes the SERVER for the second game. The players continue to alternate serving until one player wins the "Set."

SCORING

GAME . . . the SERVER is always the scorekeeper and should announce the score after each point. Scoring in tennis is as follows:

LOVE = 0 SCORE

15 = 1 POINT

30 = 2 POINTS

40 = 3 POINTS

GAME = 4 POINTS

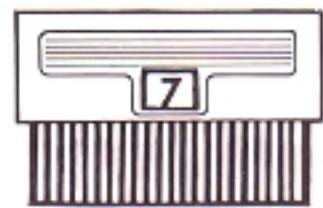
EXAMPLE: Player 1 serves and scores a point. He announces the score "15-LOVE." He always announces his score first. On the next serve his opponent scores a point. The announcement is "15-ALL". Scoring continues until one player is awarded GAME. GAME is awarded only when a player wins by two points, such as "GAME-30." If the score is "40-All," play must continue until one player scores two straight points.

SET . . . The first player to win six games wins the "SET," but he must win by a margin of at least two games over his opponent.

MATCH . . . The first player to win 2 out of 3 SETS, wins the MATCH.

VOLLEYBALL

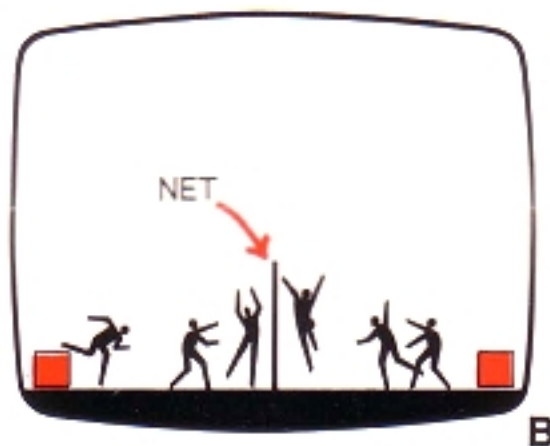
...a demanding game of your electronic coordination...
as you try to smash the ball over the net and out of your opponent's reach.



GAME CARD #7



GAME OVERLAY



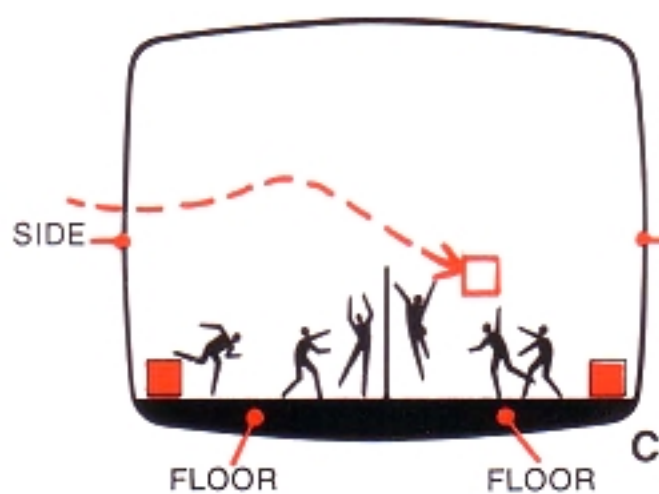
B

SET UP

1. The Speed Control can be adjusted to match the skill of the players.

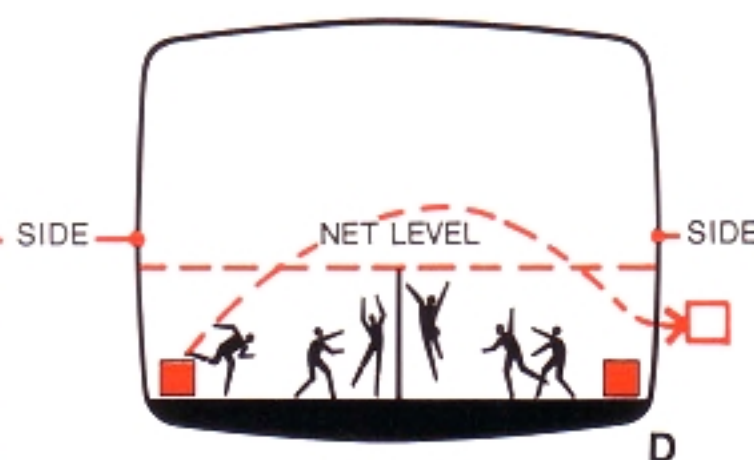
PREPARATION FOR PLAY

1. Both players use their HORIZONTAL and VERTICAL Controls to position themselves on the far sides of the screen in the playing boxes located on either side of the white line (net) (ILLUST. B). The player displayed on the LEFT side of the screen must be controlled by the LEFT hand Player Control Unit #1. Conversely, the RIGHT player is controlled by the RIGHT hand Player Control Unit #2. Each player must stay on his own side of the net.
2. Both players now set their ENGLISH Control to the upright center position.
3. Press the RESET Button to set the ball in motion. Each player must use his ENGLISH Control to arch the ball over the NET and then down into his OPPONENT'S playing court. The ball must be directed down towards the floor of the court and is not permitted to go off the screen at the TOP or SIDE. (See ILLUST. C) However, if the ball goes off the screen below the NET LEVEL, the hit is considered good (ILLUST. D). Conversely, if the ball goes off the screen above the NET LEVEL, the hit is considered out of bounds and is not good (ILLUST. E). Should the ball pass through the NET, it will disappear and is considered DOWNED. The DOWNED ball is brought back into play by pressing the RESET Button.



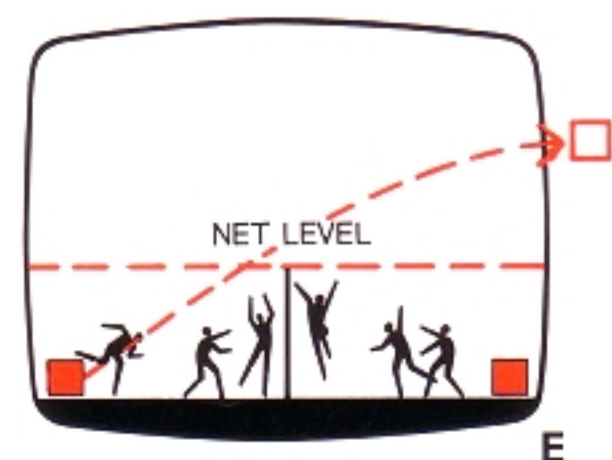
C

BALL ARCHED OVER NET AND
DOWN TOWARDS FLOOR



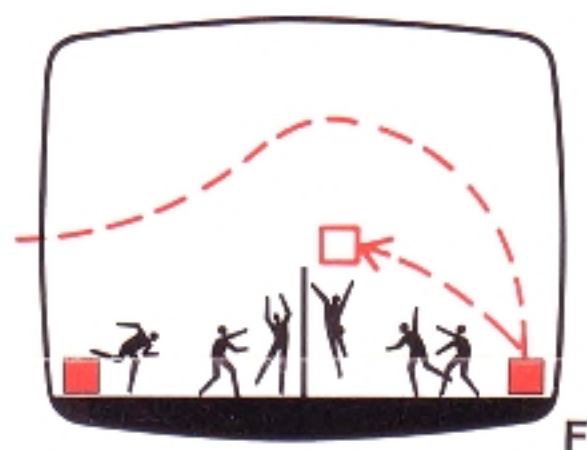
D

BALL HIT OFF SCREEN ON
OPPONENT'S SIDE BELOW "NET
LEVEL," IS GOOD



E

BALL HIT OFF SCREEN ON
OPPONENT'S SIDE ABOVE "NET
LEVEL" IS OUT-OF-BOUNDS



OPPONENT RETURNS BALL BY MANEUVERING IT WITH HIS ENGLISH CONTROL AFTER HE HAS HIT IT WITH HIS PLAYER.

PLAY

Both players take their positions in the playing boxes. The players must take these positions at the start of each SERVE.

The players should press their RESET Button to begin the VOLLEY FOR SERVE. For the VOLLEY to be legal, the ball must go over the NET three times and then continues until one player misses the ball. The last player to hit the ball over the NET and down into his OPPONENT'S court successfully (below the NET LEVEL) becomes the SERVER.

The SERVER takes his position and presses the RESET Button to serve the ball. IF THE SERVE IS GOOD, the OPPONENT tries to hit the ball back to continue the volley (ILLUST. F). IF THE OPPONENT FAILS TO RETURN THE BALL PROPERLY, the SERVER scores one point and serves again. IF THE SERVE IS NOT GOOD (ball disappears in the net or passes off the OPPONENT'S court at the top or side above net line) the SERVE passes to the OPPONENT who now becomes the SERVER. The OPPONENT also becomes the SERVER when the SERVER fails to return the ball properly. Only the SERVING side scores.

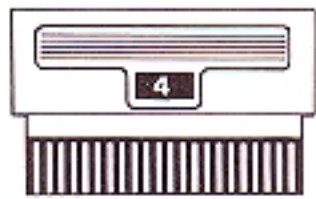
The first side to SCORE 15 POINTS wins the game. Game is awarded only when a side wins by at least a two point margin such as 15 to 13. If the margin is less than two points, play continues until the two point margin is attained.

ODYSSEY™

...a total play and learning experience for all ages...
from Magnavox — an innovative leader in quality electronics for over sixty years.



... Find the parts you need to complete your Words, Images, and Numbers ...
But be careful, another player may need the parts you cannot use. (For 2 to 4 players)



Game Card No. 4



W.I.N. Overlay



W.I.N. Card Deck



W.I.N. Slates



W.I.N. Markers

PLAYER SPOT NO. 2



PLAYER SPOT NO. 1

A

Set Up

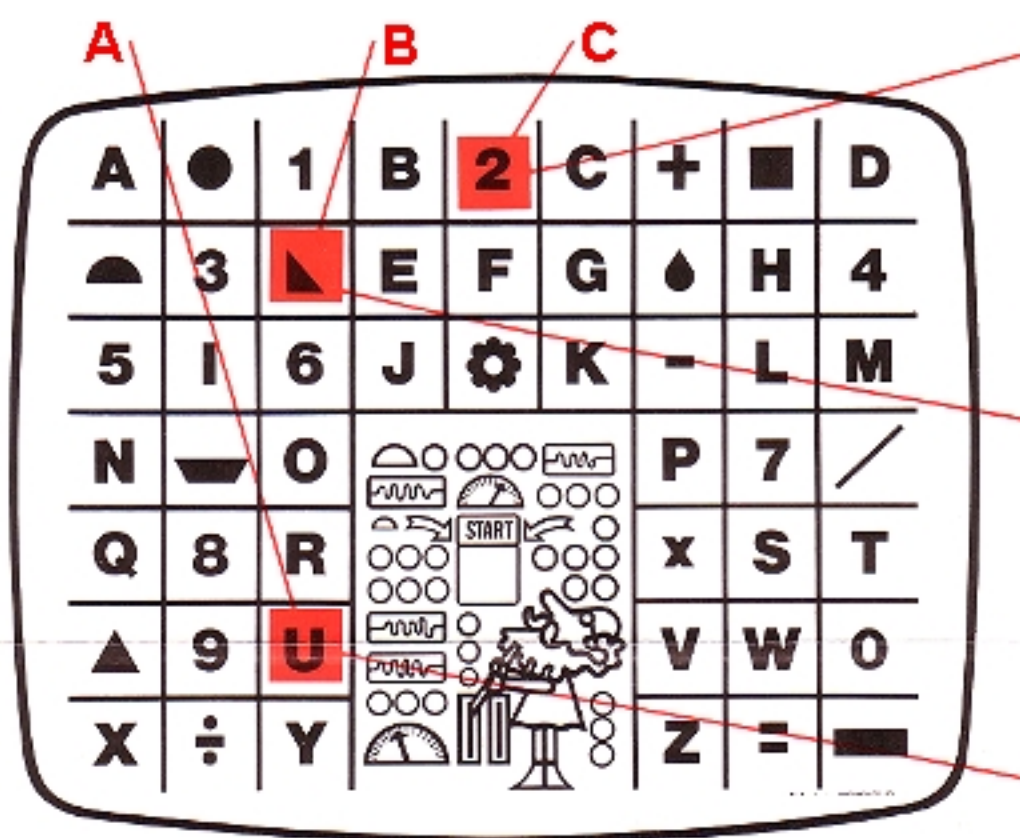
1. Put Player Control Unit No. 1 aside as it will not be used during the game.
2. Separate the W.I.N. Card Deck into three piles; Word cards, Number cards, and Image cards. Shuffle each pile and then place the piles face down convenient to all the players.
3. Give each player a W.I.N. Slate and a W.I.N. Marker. (Note: To avoid damaging the Slates, use only the Markers supplied.)

Play

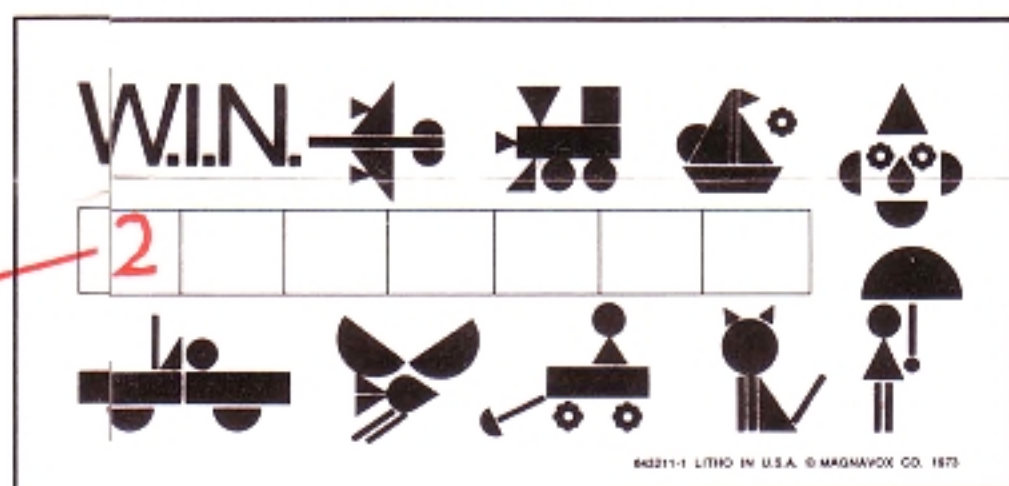
The object of the game is to collect five W.I.N. cards, (two Number, two Word, and one Image) and arrange them as shown in Illustration B. The first player to do so is the "W.I.N.ner".



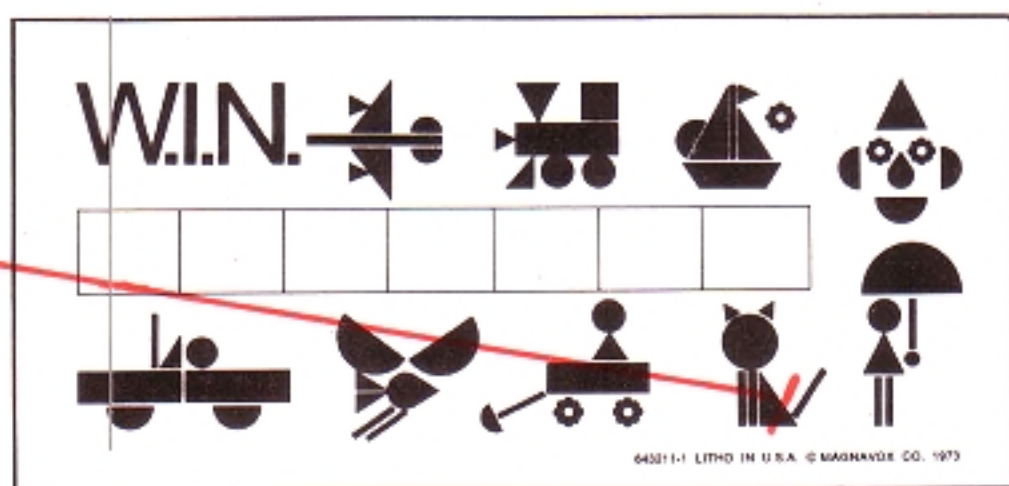
B



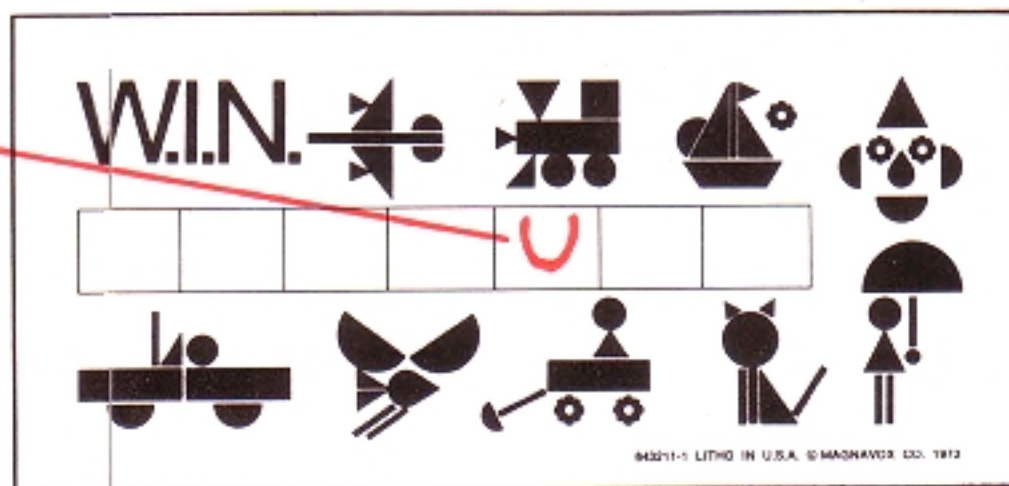
MARKING W.I.N. SLATE



SCORING NUMBER OBJECTIVE



SCORING IMAGE OBJECTIVE



SCORING WORD OBJECTIVE

examples:



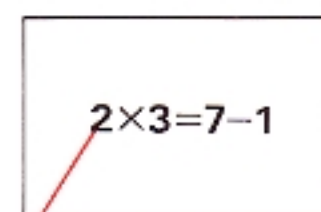
WORD CARD

A



IMAGE CARD

B



NUMBER CARD

C

The players should determine the order of play and then, in turn, draw the top card from any of the three piles and lay that card face up in front of themselves. Then the player who has the first turn should take Player Control Unit No. 2 and move the Vertical Control just enough to cause Player Spot No. 2 to extinguish. The player should then use the Vertical and Horizontal controls to move the now invisible spot to one of the elements of the objective on his W.I.N. card. When the player thinks he has the spot in the correct position, he says "I am on the", and then presses the Reset Button to cause the spot to appear.

If the spot is completely in the square called out, then the player may mark that element on his slate. (If his card is for an Image, then he should draw a line through the correct part of the Image on the slate). (See Illustration C).

If the spot is not completely in the square called out, then all the players may use that element, as well as the elements in any other squares the spot is in if they need those elements in their objective.

If the spot is not in any square or is off the screen, the player moves the spot back to the "Start Square" and takes his turn again.

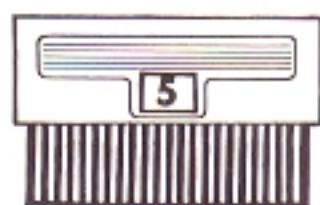
When all the players have marked their slates, the next player takes his turn using the same procedure. When a player has completed the entire word, image or number equation card, he turns that card face down and then draws another card. The slate must be erased before attempting each new card. Play continues until one player has completed his five objective cards, and has them arranged as in Illustration B to win the game.

If two players should complete their fifth objective card at the same time, they should each draw one more card with different types of objectives and continue playing until one player completes the sixth card to win the game.

Judging The Location of The Spot: Since it is possible for the spot to be on a border of a square and a question may exist on whether or not the spot is in that square, the player moving the spot should decide what elements can be used on his turn. He must be fair and if there is any doubt he should say the spot is not in the square in question.

WIPEOUT

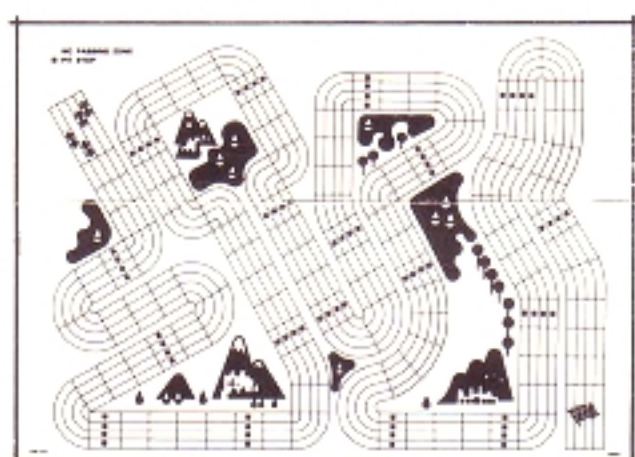
... advance your car along the game board as you complete your laps. You must be fast, but also accurate, as you are timed and penalized by the timer light. (For 2 to 4 players)



GAME CARD #5



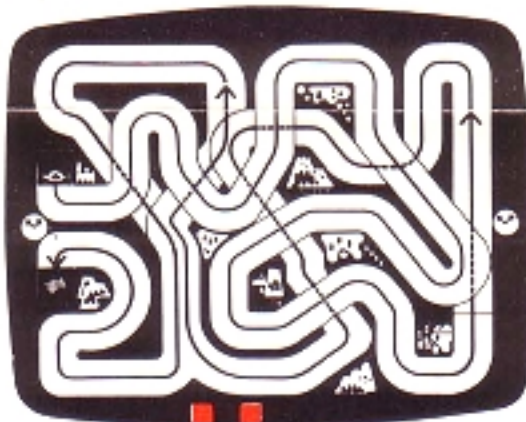
GAME OVERLAY



WIPEOUT GAME BOARD

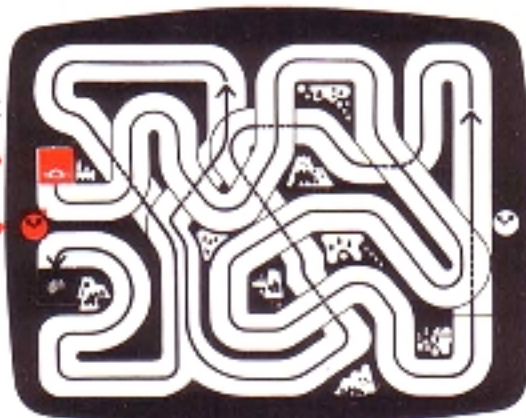


25 PIT STOP CARDS



PLAYER LIGHTS POSITIONED AT BOTTOM OF THE SCREEN.

DRIVER
PLAYER 2
TIMER
PLAYER 1



B

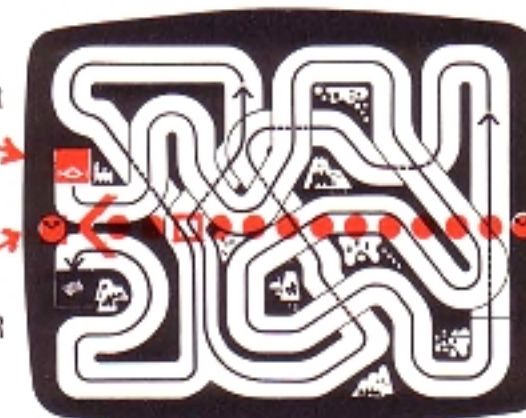


CAR TOKENS ON GAME BOARD START LINE.



WIPEOUT CAR TOKENS (4)

DRIVER
TIMER



D

TIMER LIGHT COMES ON SCREEN AND IS GUIDED TOWARDS THE TIMER.

SET UP

1. Both players should position their lights at the bottom of the screen. (ILLUST. A)
2. Both players should alternate pressing their RESET button to get the ball (Timer Light) off to the right side of the screen.
3. The left player, Player 1 is the TIMER. The TIMER positions his light in the clock located on the left side of the game overlay (ILLUST. B). The TIMER'S player control unit will not be used again for the remainder of the game and therefore, should be placed to one side.
4. The right player, Player 2 is the DRIVER. The DRIVER positions his light at the starting line on the game overlay (ILLUST. B).
5. All players should select their Car Token and place it on the WIPEOUT GAME BOARD at the START line. (ILLUST. C)
6. Shuffle the PIT STOP cards and place them beside the WIPEOUT GAME BOARD.

PREPARATION FOR PLAY

TIMER: The TIMER should take the PLAYER CONTROL #2 from the DRIVER and press the RESET button to activate the Timer Light. The Timer Light will enter the screen from the right side. Adjust the ENGLISH Control on Player Control #2 so that the Timer Light hits the TIMER who is positioned on the left side of the game overlay. When the Timer Light hits the TIMER, it will bounce back to the right side. (ILLUST. D) When the Timer Light moves just off the screen on the right side, the DRIVER'S RESET button is again pressed to re-activate the Timer Light. Each time the RESET button is pressed, one lost lap is accumulated and one round trip of the Timer Light is considered to be completed. This procedure is repeated continually by the TIMER throughout each race.

DRIVER: The first player to be the DRIVER should take possession of the PLAYER CONTROL #2. Using only the VERTICAL and HORIZONTAL Controls, practice driving the course. The DRIVER *must* follow the white center line through the RED ROAD on to the ORANGE ROAD and then to the YELLOW ROAD which ends at the finish line. (ILLUST. E, F, AND G)

PLAY

The Player Control Unit #2 must be positioned on a table or the floor so that it is convenient to both the TIMER and DRIVER. The DRIVER must be able to operate the HORIZONTAL and VERTICAL Controls while viewing the game overlay. The TIMER must have easy access to the RESET button so that the Timer Light can be kept in motion during the race.

The race begins when the TIMER presses the RESET button to activate the Timer Light. The DRIVER who is positioned at the START LINE, on the game overlay, then proceeds on to the course.

The TIMER must keep the Timer Light moving back and forth across the screen as explained in PREPARATION FOR PLAY. Each round of the Timer Light counts as one lost lap for the DRIVER. The lost laps are added aloud by the TIMER during the race.

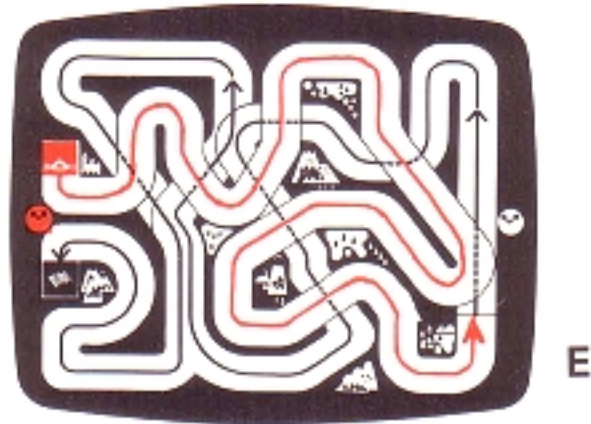
A WIPEOUT will occur when the DRIVER collides with the Timer Light. Both the DRIVER'S light and the Timer Light will extinguish from the screen. The race resumes with the TIMER pressing the RESET button. The DRIVER continues his run from the point of WIPEOUT.

SCORING

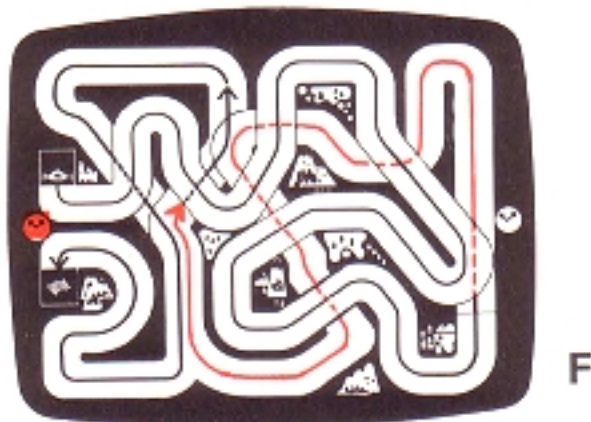
Each DRIVER begins each run with 30 LAPS. The DRIVER loses LAPS as the following occurs:

1. Each round trip of the Timer Light scores as 1 Lost Lap.
2. Each time the DRIVER leaves the track (the DRIVER'S light leaves the center line) scores 2 Lost Laps.
3. Each time a WIPEOUT occurs it counts as 5 Lost Laps.

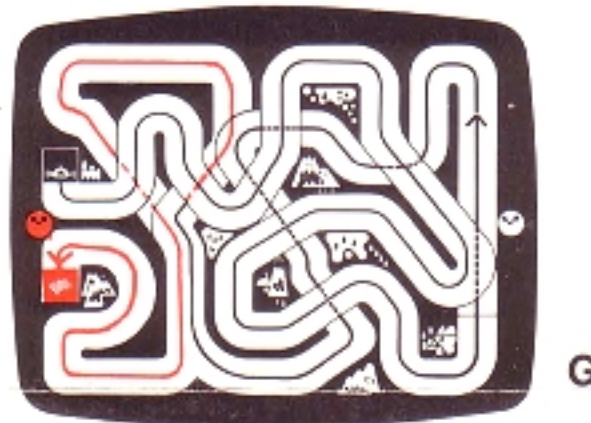
When the DRIVER crosses the finish line, the Timer Light is stopped. The TIMER then subtracts the DRIVER'S total number of Lost Laps from the 30 Laps he had at the start of the race. The number of Laps that remain is the number of spaces the DRIVER is permitted to advance his Car Token on the WIPEOUT GAME BOARD. EXAMPLE: DRIVER starts the race with 30 LAPS. During his race around the track on the game overlay, he accumulates 12 LOST LAPS. $30 \text{ LAPS} - 12 \text{ LOST LAPS} = 18 \text{ LAPS}$. The DRIVER is now permitted to move his car token 18 spaces on the GAME BOARD.



START ON RED ROAD ...



CONTINUE ON ORANGE ROAD ...



GO ON TO YELLOW ROAD AND THEN TO FINISH LINE.

WIPEOUT GAME BOARD PROCEDURE

On the WIPEOUT GAME BOARD, the DRIVER will encounter white NO PASSING ZONES and red PIT STOP areas. If a car token stops on a white NO PASSING ZONE, no other car may pass him while he remains there. If a car token stops on a red PIT STOP area, the DRIVER must draw the top card from the PIT STOP deck and follow the instructions

WINNER

The first player to cross the finish line, indicated by the flag on the WIPEOUT GAME BOARD, wins the race. If two or more players cross the finish line on

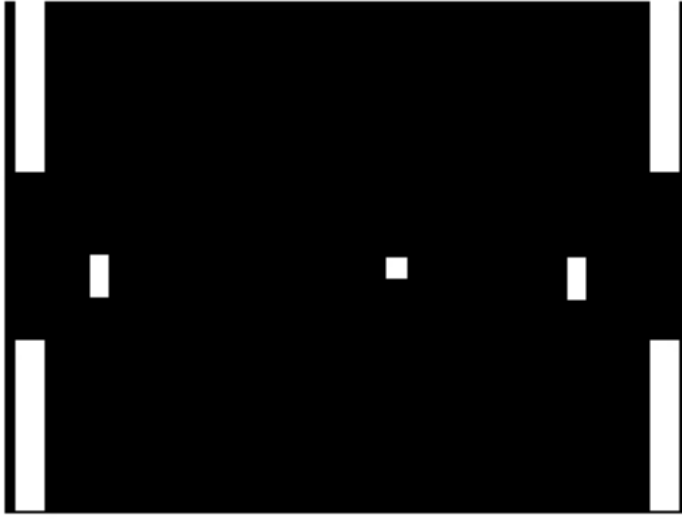
on the card before play is resumed on the game overlay. When the instructions have been completed, the card must be returned to the deck.

Play resumes as the DRIVER now becomes the new TIMER. A new DRIVER positions the DRIVER light at the START LINE on the game overlay. The Timer Light is activated and the race is on.

the same turn, the one who goes over with the most number of spaces is considered to be traveling at the higher speed and is thus declared the winner.

FUTBOL (SOCCER)

... intense competition for the Odyssey World Cup.



SET UP

1. The Speed Control can be adjusted to match the skill of the players.

PLAY

The object of the game is to move the ball down the field through a series of successful plays and then drive the ball through the goal and score. In order to achieve this and come as close as possible to the reality of the game, the Odyssey Soccer game is divided into separate moves that correspond to the moves of the real Soccer.

The game is divided into two halves of 15 minutes each. A play starts when the ball is brought on to the television screen and an attempt is made to drive the ball past an opponent. A play is completed when one player is successful in driving the ball past his opponent and off the goal edge of the screen.

Goals count 1 point each and may only be scored when the offensive team is on the defensive teams half of the field.

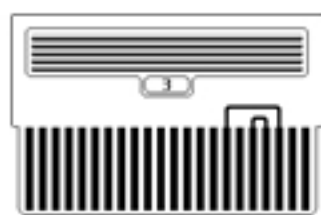
The players flip a coin. The winner becomes the Blue Team, defends the goal on the right, and starts the game. The other player becomes the Orange team and defends the goal on the left. The Blue team must use the Player Control Unit number 2, the Orange team uses Player Control number 1. Play begins with a kick-off at the center of the field. (Both players should always center their BALL Control before the ball is brought on to the screen.)



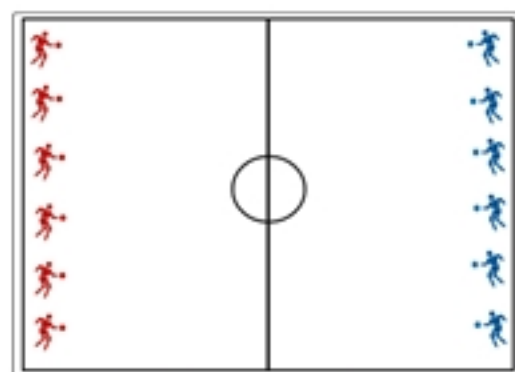
TELEMATCH
UN PRODUCTO
Panoramic
INDUSTRIA ARGENTINA

DODGEBALL

..... In the everlasting battle for the gym the dodgeball is key.



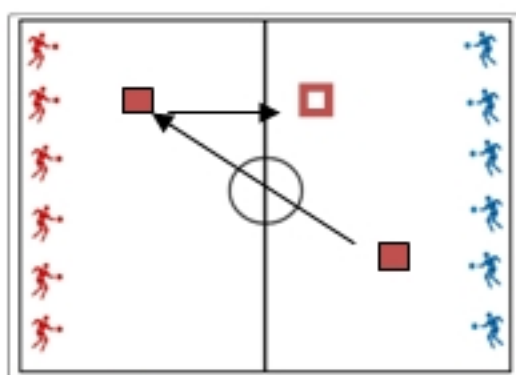
Game Cart No. 3



Game overlay

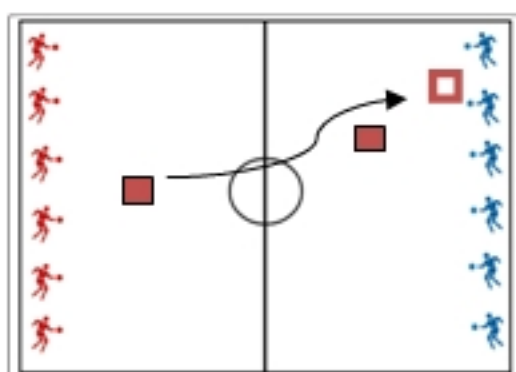


Scorecard



The Reflect

A



The Attack

B

Set up

1. The player positioned on the left side on the screen must be controlled by the left Player Control unit. Conversely, the player on the right side of the screen must be controlled by the right Player Control Unit. Each player must remain on their side of the screen or receive a penalty.

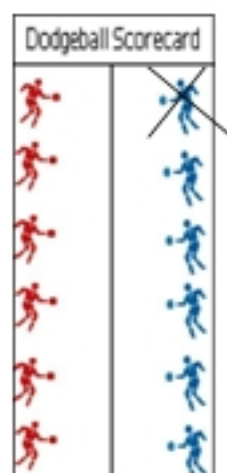
Play

To begin play each player presses the reset in order to establish who has the serve. Once the ball in play the game begins. The players will attempt to block the ball from striking their team mates by hitting with their player. This

represents your ball reflecting the attacking ball back at the opponent (Illustration A).

The players may use their English controls to go around their opponent in order to strike one of their team mates (Illustration B).

If an enemy player is struck mark that player off the team scorecard. Continue play until one team has lost all of their players. The win goes to the player that still has a player remaining (Illustration C).



Scoring

C

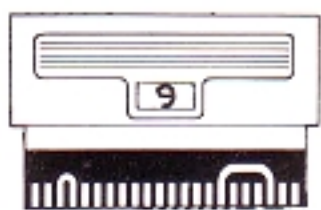
Penalty

If a player at anytime crosses the centerline there will be a penalty to that team. As a result the opposing team will be allowed to sit out any member of the team at fault by crossing that member off the scorecard.

DUCK HUNTING

... take aim, fire and score! It's duck hunting season!

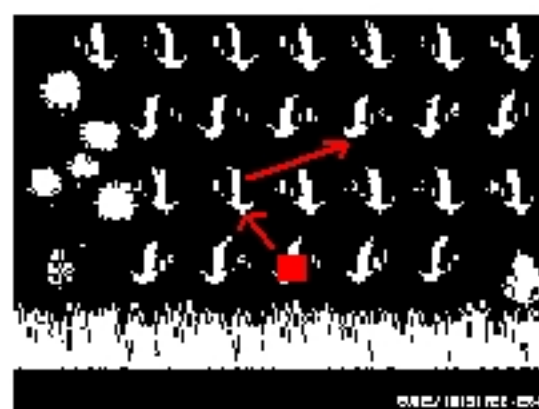
(SBAW04)



GAME CARD #9

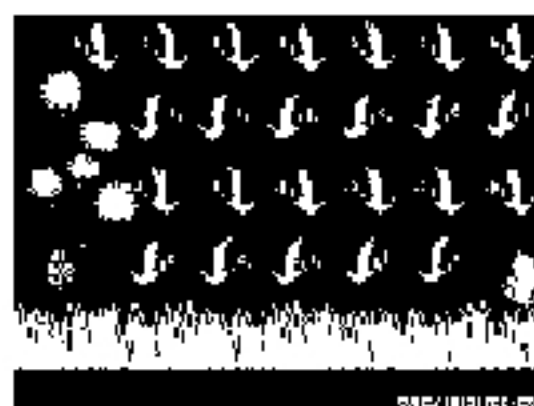


GAME OVERLAY



A

TARGET LIGHT MUST MOVE
FROM DUCK TO DUCK



B



SET UP

1. Player 1 is the HUNTER and Player 2 controls the Target.

PLAY

Player 2 uses his HORIZONTAL and VERTICAL Controls to move the Target Light from one duck to another by row. He must leave his Target motionless on each duck (see Illust.A) until the HUNTER has made a shot.

After 15 shots, Players trade their roles and the procedure is repeated.

Whoever extinguishes the most Targets in only 15 attempts is the winner.

GAME VARIATION

HUNTER EDITION! (see Illustration B) Shoot the duck before it gets away! Play procedure is the same as above except that the Player which controls the Target stands only 2 seconds on each ducks per row. Ducks have these values per row:

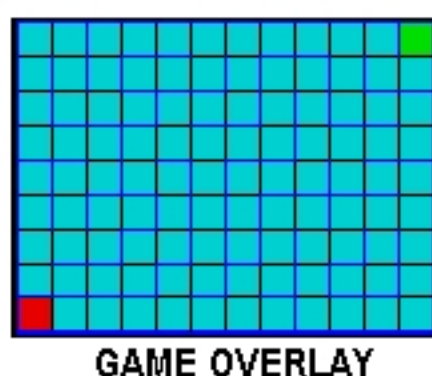
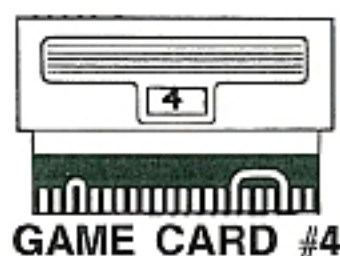
Row 1	15 points
Row 2	10 points
Row 3	5 points
Row 4	1 points

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MAZE-N-CHASE ... get out of the maze before the Minotaur gets you!

(SBAW11)



DICE



SET UP

1. Player 1 (Left Controller) is the MINOTAUR and Player 2 (Right Controller) is the HUMAN.
2. The green square in the upper right corner is the entering of the maze and the red square in the lower left corner is the exit. The blue lines are walls of the maze.

PLAY

Choose who starts to roll the dice. Once the player have thrown the dice, the player can choose during the game either to move forward or backward on the given number that figures on the dice, but he needs absolutely to move.

Example: If a player got "4" by rolling the dice, that means he/she can move 4 squares forward or backward. A player, either the HUMAN or MINOTAUR is not allowed to move thru walls (you are NOT a ghost!) and if either players passes thru a wall, then he/she has to go back to it's proper starting square.

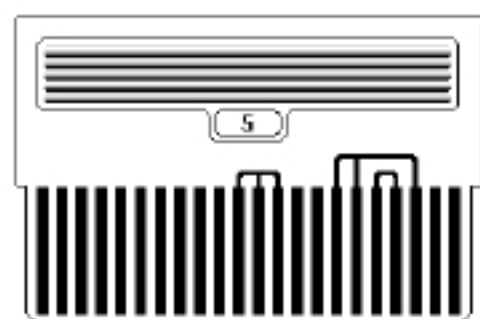
The game ends when the MINOTAUR catches the HUMAN (Right Player "spot" dissapears) or that the HUMAN has reached the exit (red square).

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MENTIS/STRIKE

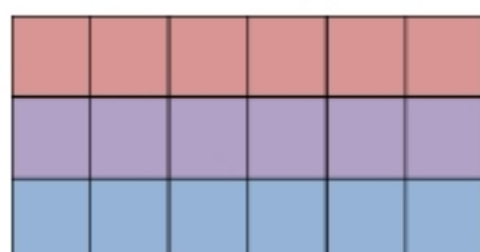
...In a battle of the minds, only the most skilled warriors will survive.



GAME CARD #5



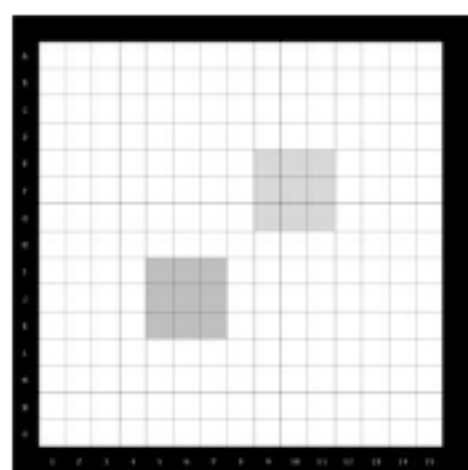
MENTIS STRIKE SCREEN OVERLAY



MENTIS SIEGE SCREEN OVERLAY



GAME PIECES



GAME BOARD



ILLUST. A

SET UP

1. Set the desired SPEED by using

PREPARATION FOR PLAY

1. Set up the game board so that DARK occupies the area from I4 through K7 and LIGHT occupies the area from E9 through G11.

MENTIS PLAY

1. The objective of the game is to incapacitate the enemy.
2. One player is designated the DARK and another player is designated the LIGHT. In the battle of DARK and LIGHT, DARK strikes first.
3. Players can only move one piece at a time, and may only move if they first jump over one of their own pieces. Jumps can be made vertically, horizontally, and diagonally.
4. In order to take an opponent's piece, it must be jumped.
5. Only one piece can occupy each location on the game board at a time.
6. A player may only move once per turn, therefore players cannot "double jump" their own pieces or their opponent's pieces.
7. A victory is had when one player leaves the other without movement; when one player leaves the other without the ability to move horizontally, or vertically, or diagonally. If both players are left incapacitated then the player who inflicted the final blow is the victor.

MENTIS STRIKE PLAY

1. Follow the same rules as MENTIS with the following additional rules:
2. If one of the opponent's game pieces lies in a location identified on the SCREEN OVERLAY, then the player may forfeit their turn and exclaim "STRIKE" followed by the strike coordinates, i.e. M10.
3. Insert GAME CARD #5 into the Master Control Unit.
4. In STRIKE mode the defending player uses CONTROLLER 2 to place the SPOT in the identified space on the screen (i.e. J4 [ILLUST. A]).
5. The attacking player presses RESET to release the ball.
6. The defending player must serve the ball to the attacking player. (English is allowed to be used to prevent the attacker from hitting the ball.)
7. The attacking player must use CONTROLLER 1 and wait in the bottom-left corner of the screen until the ball is served (ILLUST. A). Once served, the attacker must intercept the ball and then STRIKE the defender's SPOT causing it to disappear.
8. If the attacker misses the serve or the target, the turn is over.

EGO MENTIS PLAY

1. Set up the 18 game pieces so that they are a block of six across and the deep.
2. One at a time jump a piece, then remove the jumped piece.
3. The objective of the game is to have only one piece remaining.

EGO MENTIS SIEGE PLAY

1. Place the SCREEN OVERLAY on the screen.
2. Insert GAME CARD #5 into the Master Control Unit.
3. Set up the 18 game pieces so that they are a block of six across and the deep.
4. Use CONTROLLER 2 to place the SPOT in a position in the bottom row on the SCREEN OVERLAY.
5. Press the RESET button on CONTROLLER 1 to release the ball.
6. Press the RESET button on CONTROLLER 2 to serve the ball.
7. Use CONTROLLER one to intercept the ball and then STRIKE the spot causing it to disappear, then remove the corresponding game piece.
8. The SPOT cannot be placed into a higher row until a block in the lower row has been destroyed.
9. If a block in the top row or center row is destroyed, but a block below it exists, then the block below it is destroyed as well.
10. The objective of the game is to clear all blocks in as little moves as possible, thereby destroying the enemy's fortifications.
11. The maximum number of moves allowed is 18.

CREDITS

Lead Game Designer

Robert A. Vinciguerra

Artwork Remixed By

Jah Fish

Special Thanks

AtariAge Forum Members

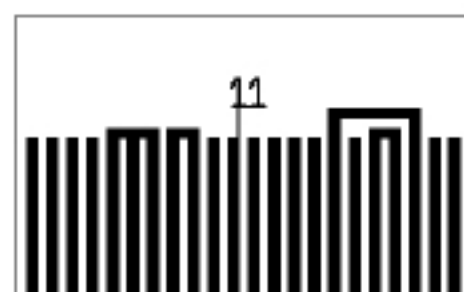
Ralph Baer

Dustin Darwin

Nicholas Broetzman

ODBALL

...The Odball sorcerer has invaded the second dimension and annihilated most of it. The floating Sky Castle is all that remains of a once great multiverse. Defend the fortress from devastating flying Odballs!



GAME CARD #11



SCORE PAD



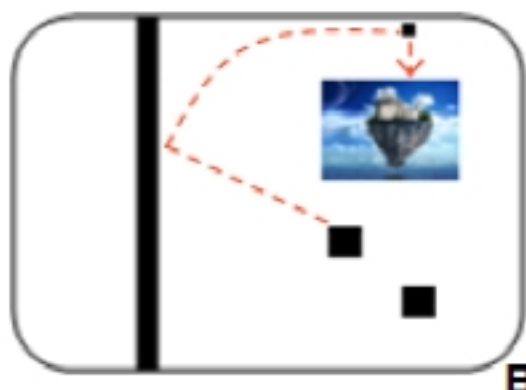
SCREEN OVERLAY A



SCREEN OVERLAY B



SAND TIMER



SET UP

1. Set the desired SPEED by using the SPEED Control on your Master

PREPARATION FOR PLAY

1. Both players use their HORIZONTAL and VERTICAL Controls to position themselves in any desired starting position on the screen.
2. Both players set their ENGLISH Control to the upright center position.
3. Press the RESET button on Player 1's controller to set the ODBALL in motion.
4. Start the SAND TIMER when the ODBALL goes into play.

PLAY

1. One player is designated the ATTACKER and another player is designated the DEFENDER.
2. The ODBALL is attracted to the FORCEFIELD (vertical line) by magic.
3. The player who has last made contact with the ODBALL can control its trajectory with the ENGLISH Control.
4. The ATTACKER is to navigate the ODBALL up the screen (using ENGLISH and by bouncing it off of the FORCEFIELD) to a position above the SKY CASTLE. The SKY CASTLE is only vulnerable to attack from above.
5. The ATTACKER must then press the RESET button on the controller to cause the ODBALL to dive-bomb the SKY CASTLE. Each time the DEFENDER'S SKY CASTLE is hit in this way (ILLUST. B), then the ATTACKER scores one point.
6. The DEFENDER'S role is to prevent the attacker from scoring a point.
7. If the ODBALL goes out of the play field, then it must be brought back into play.
8. When the SAND TIMER runs out, it indicates the end of the 30-second round. (Alternatively, turn the timer over a second time for longer rounds.)
9. After each round, the ATTACKER and DEFENDER switch roles.
10. The first player to reach a score of 11 points wins the game.
11. Use the SCORE PAD to keep track of the points using hash marks.

PLAY WITH BASKETBALL

GAME CARD #11 can also be used with the BASKETBALL game. To do so, set the game up as usual, but only count points when a ball reaches the net via using the RESET button as the ball passes over the net.

CREDITS

Lead Game Designer
Robert A. Vinciguerra

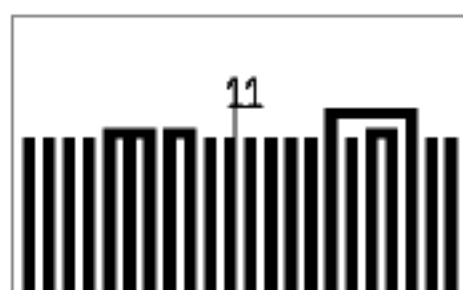
Lead Artist
Tim Miller

Contract Artist
Renato Dornas

Special Thanks
AtariAge Forum Members
David Winter
Ralph Baer

RED VS. BLUE ... The classic battle of the ages. Which will achieve victory? The Red or the Blue?

GAME AIDS

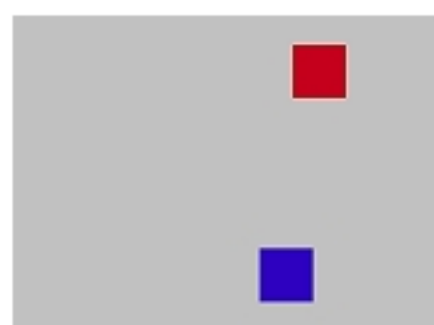
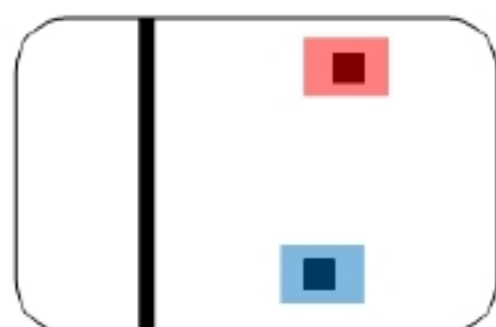


GAME CARD #11

OR

GAME CARD #8

SCREEN OVERLAYS



SET UP

1. Insert GAME CARD #11 into the Master Control Unit. (Use GAME CARD #8 if #11 is not available.)
2. Place the SCREEN OVERLAYS in opposite sections of the screen.
3. Set the desired SPEED by using the SPEED Control on the Master Control Unit. Turn it to the LEFT for the slowest setting. Turn it to the RIGHT for faster paced game play.

PREPARATION FOR PLAY

1. Both players use their HORIZONTAL and VERTICAL Controls to position themselves in the required starting position on the screen.
2. Both players set their ENGLISH Control to the upright center position.
3. Press the RESET button on Player 1's controller to set the BATTLE DISC in motion.

PLAY

1. One player is designated the RED and another player is designated the BLUE. Players may flip a coin to determine who goes first.
2. The players must remain in the confines of their own ZONE as designated by the SCREEN OVERLAYS.
3. Bounce the BATTLE DISC against the wall towards the opponent.
4. If a player leaves their ZONE then their opponent gains a point and control of the BATTLE DISC.
5. If a player fails to penetrate the opponent's ZONE then the opponent gains a point.
6. If the opponent's ZONE is penetrated but they fail to return the BATTLE DISC, then they lose a point.
7. The first player to score FIVE points is victorious.

CREDITS

Lead Game Designer

Robert A. Vinciguerra

Special Thanks

Sam Flynn

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rob@revrob.com

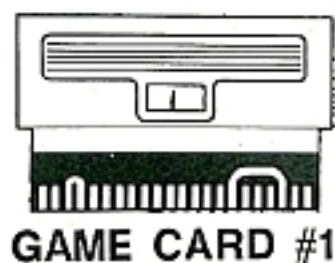
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VECTOR TENNIS

(WHAT IF ?! GAME SERIES)

(SBAWG?)

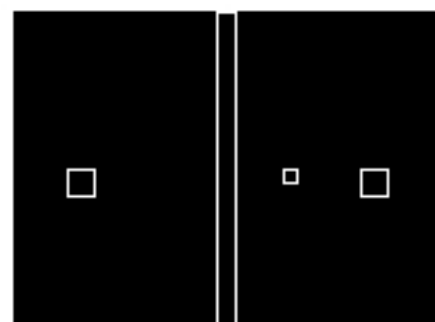


SET UP

1. The Speed Control can be adjusted to match the skill of the players.

PLAY

Please see instruction of "Table Tennis" on game rules.



GAME SCREEN

SPECIAL NOTE

This is the first game of a game series called "What If ?!".

What If...Ralph H. Baer, William L. Harrison and William T. Rusch had developed the TV Games and Brown Box on an Oscilloscope rather than on a regular Cathode Ray Tube (TV Screen) ?!

This is what it could have been looked like. This is an imaginary game but under certain circumstances, it could have been this.

ODYSSEY™

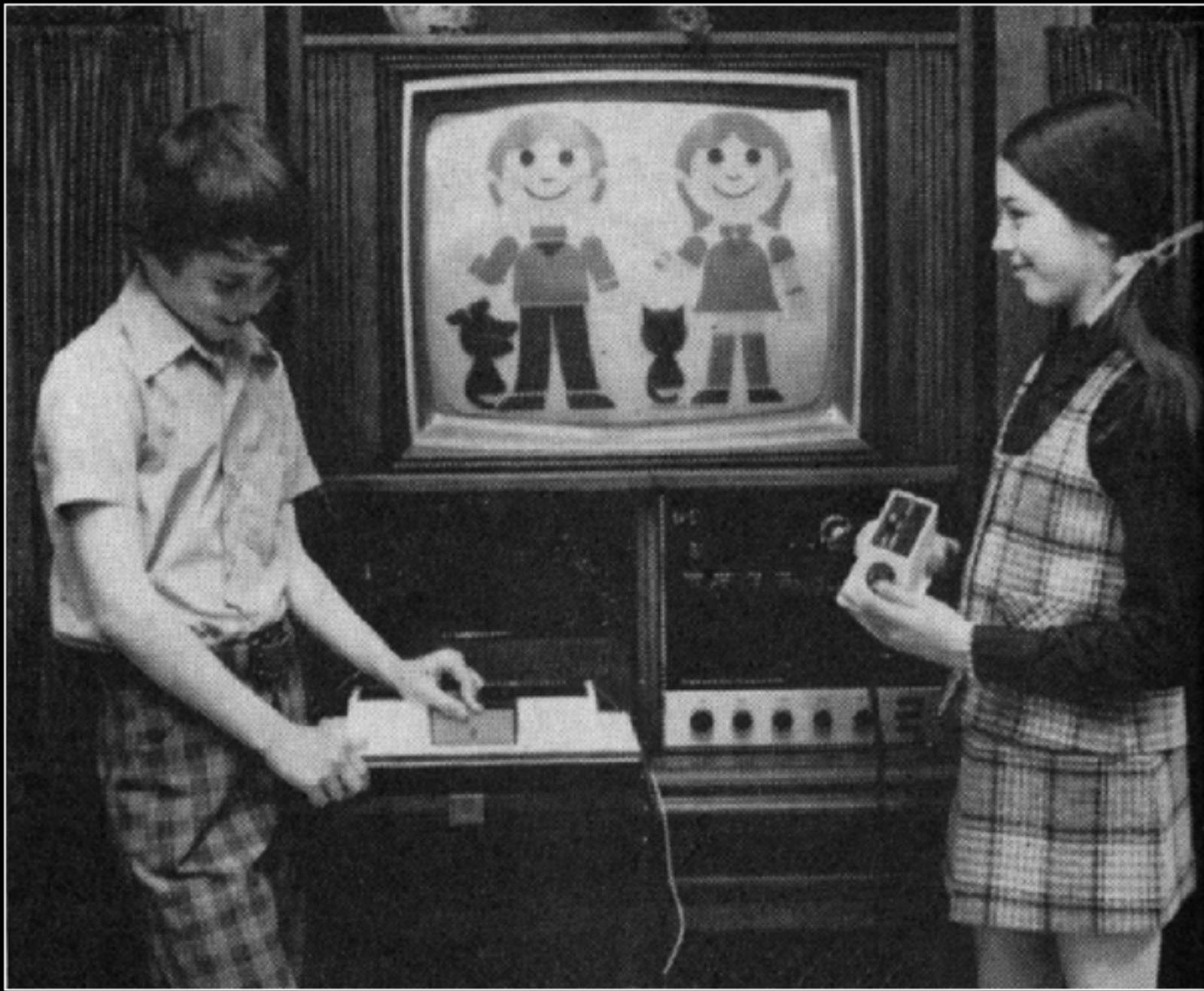
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COMING SOON!

* Odyssey Evil (by ManCaveArcade of AtariAge)
with also "Spirit Portal" (an Odyssey Evil bonus game)

My other Homebrews:

- * Alien Invaders (SBRW03)
- * Bean Tossin (SBRW09)
- * Bull'S Eye (SBRW08)
- * DOT Pigeons (SBRW10)
- * Monopoly (OdySim edition) (SBRW02)
 - * Steps & Slides (SBRW01)
 - * Super Blip! (SBRW05)
 - * Tennis for Two (SBRW06)
- * Air Hockey (Sander Associates Edition) (SBRW12)



Picture from Plaything magazine - December 1972

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By

Magnavox